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Films • Music • Games • Video CD • Kids

CDi

Free Poster Inside

CD FOR YOUR TV

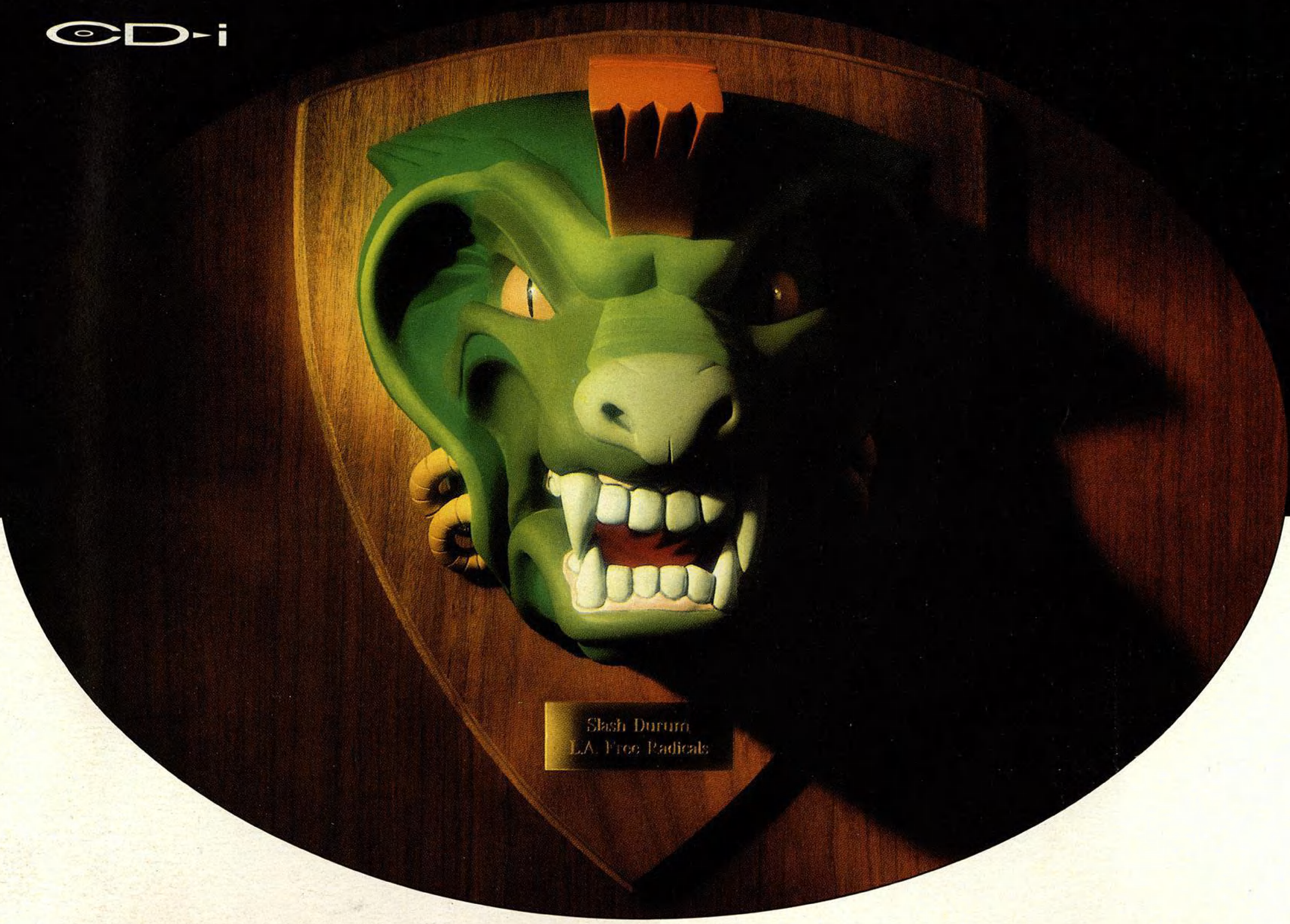
The new interactive entertainment system

FIRST ISSUE

COMING SOON!

- BURN:CYCLE
- MUTANT RAMPAGE
- CRAYON FACTORY

CD-i



IT'S NOT WHETHER YOU WIN OR LOSE. IT'S HOW MANY OF THESE ARROGANT BASTARDS YOU TAKE DOWN WITH YOU.

Say hi to L.Wolf Jam, master of ceremonies. In killer full-screen animation, he introduces you to the pompous bosses of 10 different enemy teams. They issue you a challenge and you accept. Or run like hell.

MUN STONE
RIFF
BAM

It's your team of three genetically gifted humans against the rest of the inhuman race. Relax, your teammates are awesome street fighters and for weapons use all the steel pipes and severed body parts they can get their hands on.

Meet Tina Felina, boss woman of the Animorpha Roma team. Like the other team bosses, she'll badger, heckle, mock you and spew out a bunch of other snide challenges. Do us a favor. Kick her ass.

MUTANT RAMPAGE
BODYSLAM

In Mutant Rampage: Body Slam, you'll clash with thugs of every conceivable size and ugliness. Because in the plague-ridden, post-apocalyptic year of 2068, they rule the rubble-strewn cities of Earth. And to make matters even worse, they talk trash. Guess you'll just have to waste them. Because there's only one thing that's more irritating than getting your face rearranged by a scum-sucking mutant who's bent on rampage. Listening to him rub it in afterward.

Magnavox 450 CD-i player just $299.99* includes 2 free titles.

PHILIPS MEDIA

Game requires optional Digital Video cartridge. *Suggested retail price. International Tennis Open ©1992 Philips Interactive Media France and Pathé Interactive. All rights reserved. Compton's Interactive Encyclopedia ©1992 Compton's New Media, Inc. All rights reserved. ©1994 Philips Media. All rights reserved.

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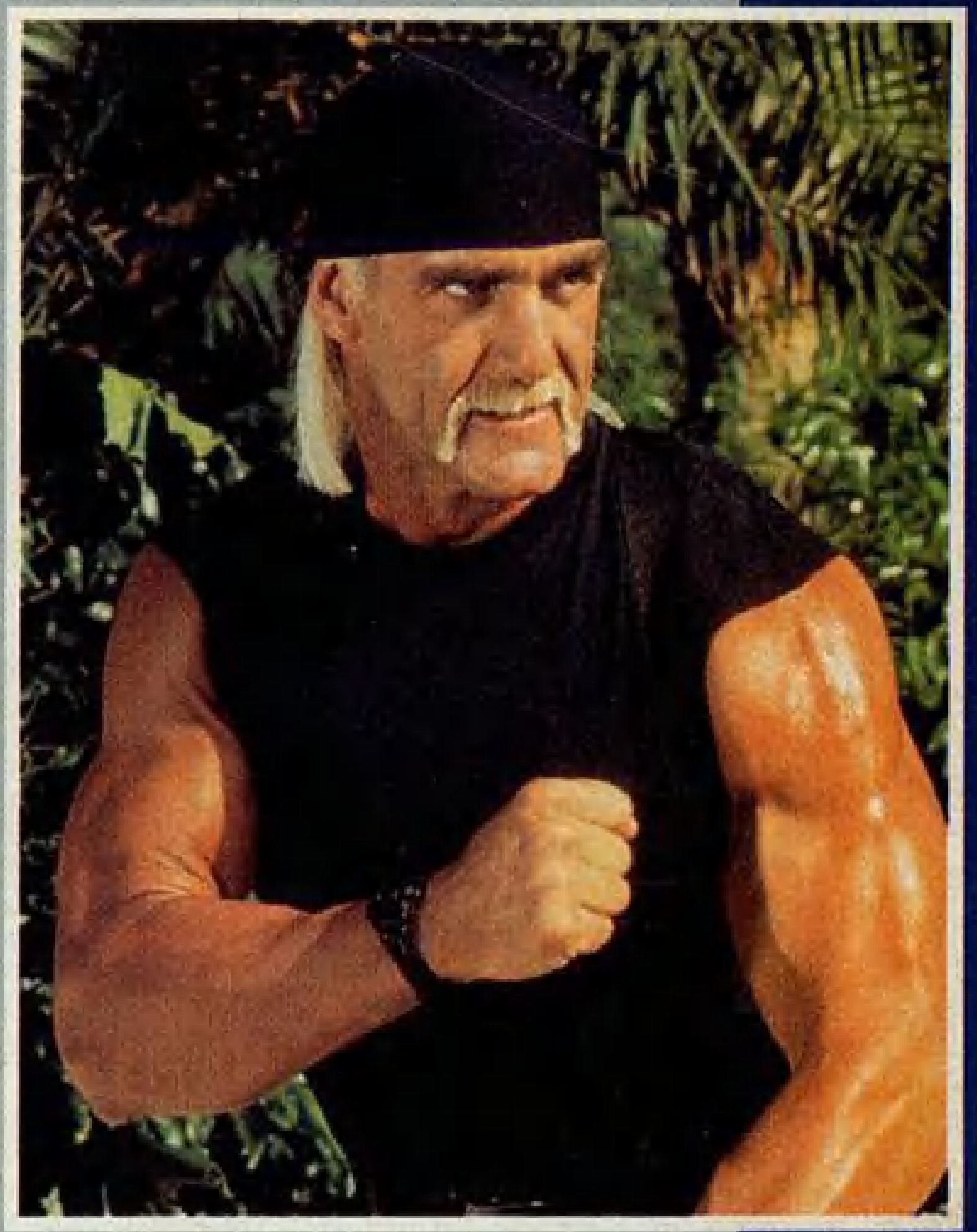
Terry "Hulk" Hogan in action during the filming of Thunder in Paradise, the TV show being turned into a CDi game

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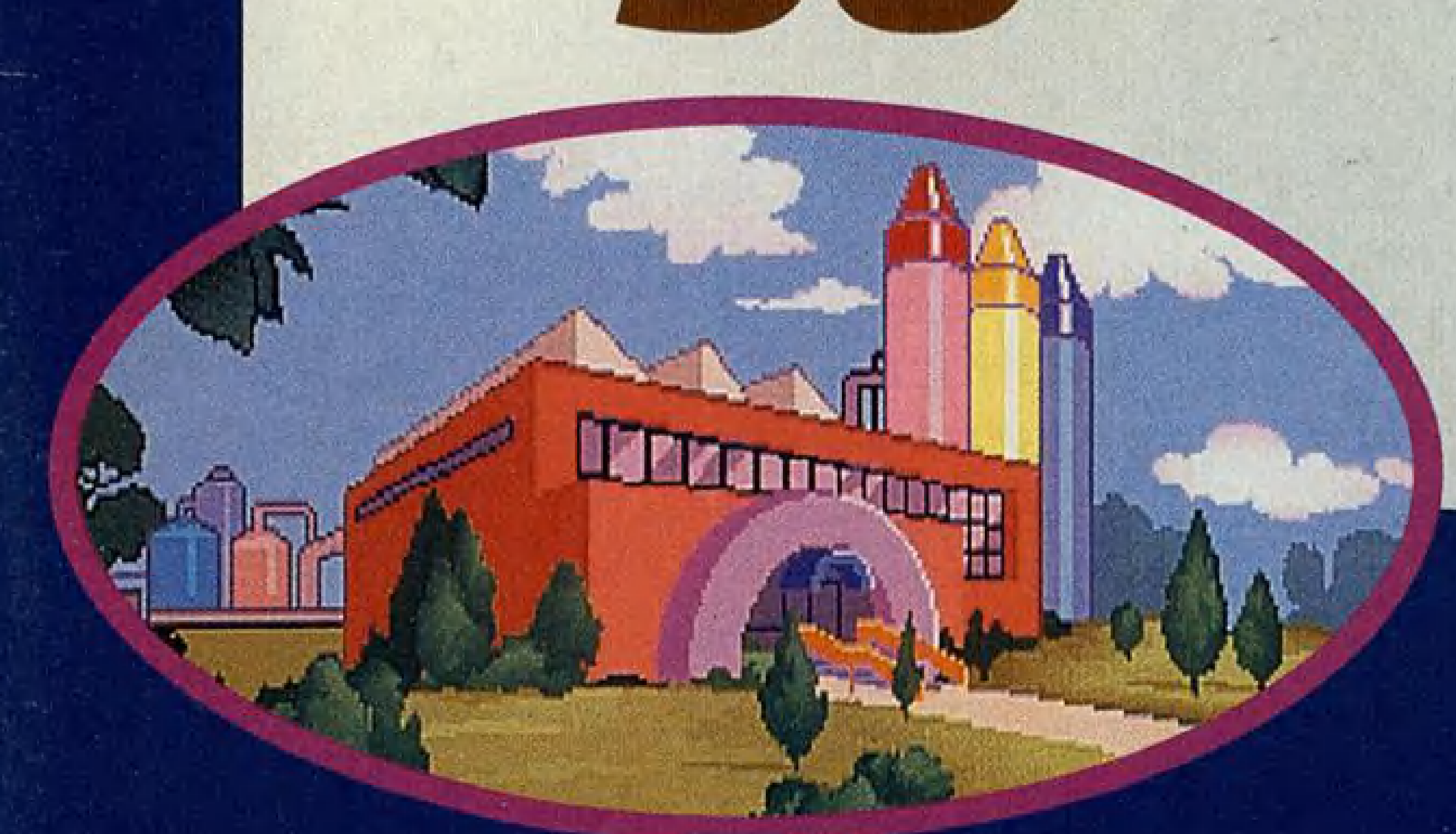
Welcome to the first issue of CDi Magazine. What, you may ask, is CDi? Put simply, it is a new home entertainment system that plays movies, computer games, music videos and kids titles off a standard compact disc. It is the first commercially available system that can play full-screen Digital Video off CD through an ordinary TV set. But it is much more than that. A CDi player allows you, the viewer, to take control of the programs you watch. You can play golf or tennis, explore haunted mansions, watch your favorite music video or take a tour of some of the country's most famous museums, all from the comfort of your own armchair.

A whole new world of possibilities opens up with CDi. And there are hours of fun for the kids, too, with interactive learning titles featuring popular characters from TV such as Sesame Street and Hanna-Barbera cartoon classics.

This is no futuristic dream. CDi is here, now, and with hundreds of titles to choose from, there is something for all the family.

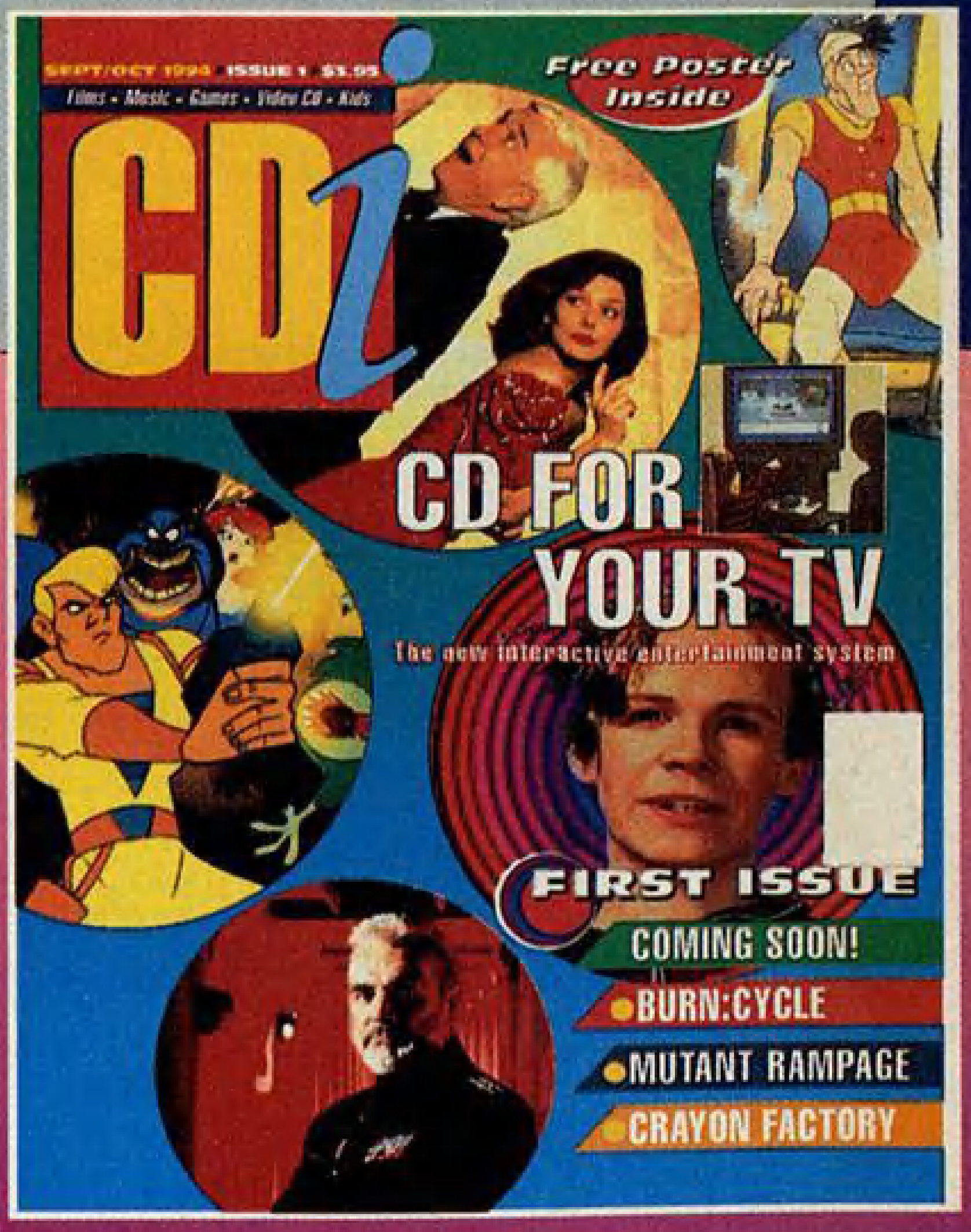
We hope you enjoy this first issue of CDi Magazine. Let us know what you think.

Andy Clough, Editor


There are hours of fun for kids at the Crayon Factory, but watch out for nasty Mr Penn

COVER
Designed by Ursula Morgan.

CLOCKWISE FROM TOP: Naked Gun $2^{1/2}$; Dragon's Lair; Burn:Cycle; Hunt For Red October; Space Ace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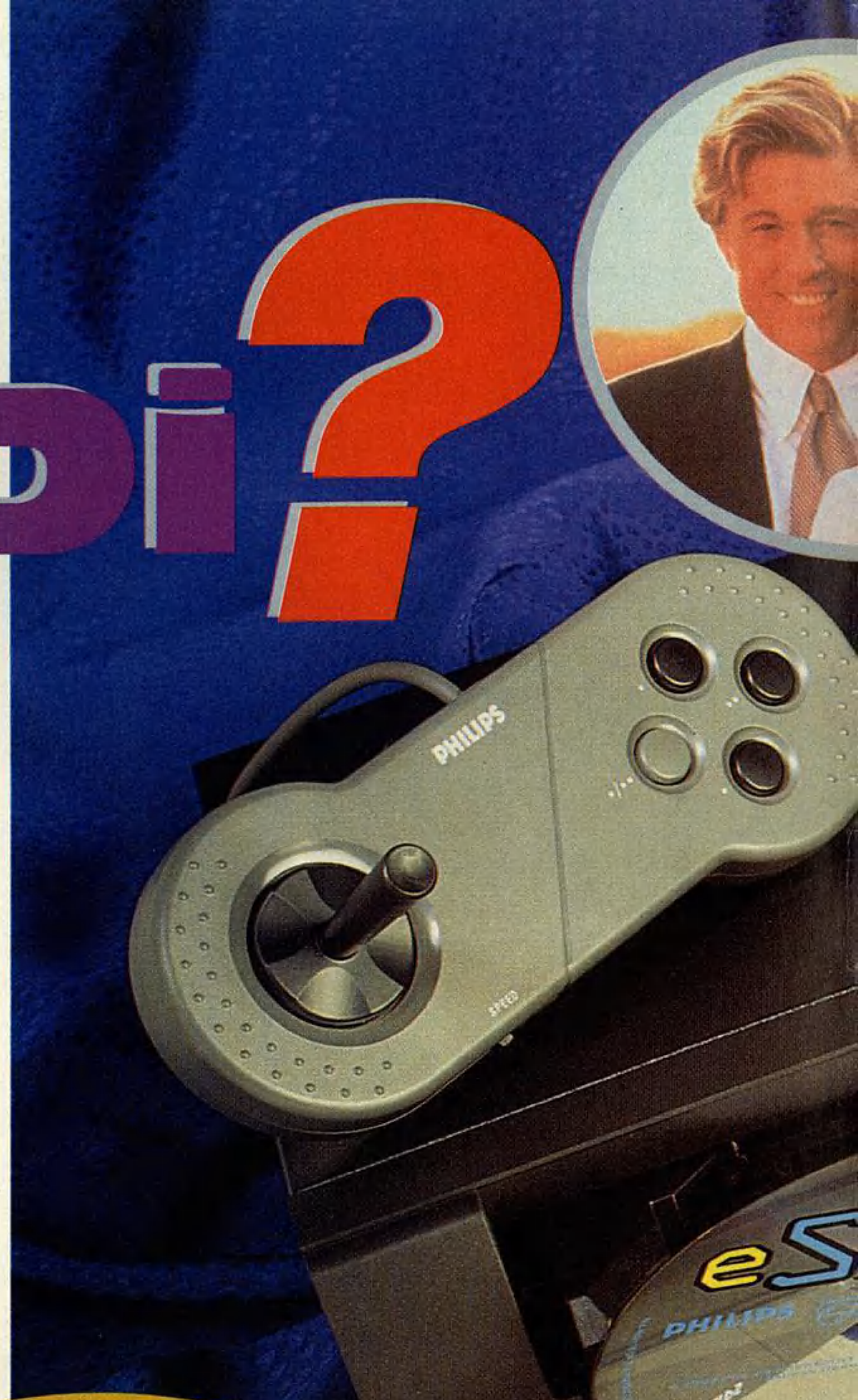
Never heard of CDi? Wondering what it is all about? ANDY CLOUGH explains all

what is CDi?



Have you ever wondered what it would be like if you could control what appears on your TV screen? I don't mean just change channels - I mean actually control the characters, tell people what to do and explore the world from your own armchair. In other words, to become a television director in your own living room.

Compact disc interactive (CDi) is set to change the way we use our TV sets at home and at work. Put simply, it allows the user to interact with the images on the television screen, rather than just being a passive couch potato.

CDi is, in effect, a compact disc player that plays a whole new world of entertainment - films, computer games, interactive music - off a standard CD through a TV set. It is a new type of home entertainment system which puts a CD player, video player, games machine and computer into a single black box which plugs into a television set.

Ah, I hear you say, isn't that what my CD-ROM drive does when attached to a PC? Well yes, but there is one overwhelming difference. CDi is a true "plug and play" interactive multimedia system. In other words, all you have to do is plug it in, insert the disc and off you go. It won't take you half an hour to learn how to load the disc, and you won't need to buy a whole load of extra hardware or software to make it run! CDi is so simple to use, even your grandmother could operate it.

CDi machines play new-style compact discs which store sound, pictures, text, graphics and video images. It is the first system in the world that can play movies off a standard compact disc. Imagine your favorite movie with the soundtrack in Dolby Surround Sound digital stereo and picture quality to match. A futuristic dream? No, there is already a whole catalog of CDi movies available from Paramount Pictures, MGM/UA and Orion Video, with many more to come.

If you haven't heard and seen Top Gun played through a CDi player, you haven't lived! To make the sound even better, you can connect the CDi player to your own hi-fi system, or even wire it into a home Surround Sound system. The results will blow your mind.

But there is more to CDi than just Digital Video. Much more. Playing movies off a CD is one thing. CDi goes further than that. You are actually linked to a powerful computer that allows you to interact with what is on screen. So you can play tennis, explore alien worlds, scare yourself half to death in haunted mansions or help your kids learn to read.

The depth of CDi software is what sets it apart from other systems. Philips, who invented CDi, now has a catalog of well over 200 titles. There are fabulous computer games such as 7th Guest, Voyeur, Space Ace and Litil Divil; films such as Top Gun, Star Trek VI and The Naked Gun; music titles including Tina Turner, Bryan Adams and Bon Jovi; reference titles such as the entire Compton's Encyclopedia on one disc; and kids' entertainment with famous characters from Sesame Street and Richard Scarry. They range in price from $14.98 to $200. To find out more, just take a look at the catalog at the back of this issue.

CDi is truly a family entertainment system. It is not just a computer game system and that is why it has been designed for use in the living room, rather than the study or bedroom. This is an experience the whole family can enjoy. Although a CDi player contains a powerful computer, it doesn't look like one. There is no keyboard or mouse (although you can have one if you want), nor are there any strange commands you have to remember. You operate the player with a standard remote control, that looks similar to the ones used with a VCR, or with an optional games-style joypad. Nothing could be simpler.

What is more, CDi discs are designed to be easy to use. There are no bulky instruction booklets to wade through before you can start using the disc, and all CDi programs offer lots of on-screen help. Most CDi discs are operated by simply moving a cursor over menus or pic-

RollerController
Digital Video Cartridge
CD-i
PHILIPS
OPEN / CLOSE
PLAY
STOP
ON / OFF
COMPACT disc interactive
scape
CD-i MUSIC

PHILIPS
CDi 450

Main picture, top: the Magnavox 200 plays CDi movies, computer games and music videos through your TV. Inset, above right: the Philips portable CDi player. Below right: the new Magnavox 450 with wired controller

tures on the TV screen and then pressing a button on the handset. It's that simple!

A CDi machine is also a quality audio CD player which plays ordinary music CDs. It offers various convenience features, such as the ability to program your favorite tracks, or scan through the CD at high speed. In addition, a CDi player will play Photo CD discs. Photo CD is a system developed by Kodak and Philips which puts up to 100 high quality photographic images on a CD and lets you watch them on a TV. Your local camera dealer may offer a Photo CD service, which involves taking your film in and having the images put onto a disc.

So how much does all this wonderful technology cost? Well, there are currently several CDi players on the market. Philips sells the CDi 220 and the Magnavox 200, 450 and 550;, Sony sells a small (if expensive) portable; and this fall GoldStar will introduce two players to the US market.

The Magnavox 200 costs $399 in basic form. An additional Digital Video cartridge, which slots into the back of the machine, is required if you want to play movies, music videos and some of the more sophisticated games. It costs $249.

The newest model from Philips is the Magnavox 450. It costs $299 in basic form. The 550, including the Digital Video upgrade, costs $499. Sony's portable retails at about $1,500.

NEW KIDS ON THE BLOCK

The Family Entertainment division of Philips America has unveiled several new titles.

The Crayon Factory features renowned children's entertainer, Shari Lewis, as the voice of the main character, Saturday. Saturday is a robot who works at one of the happiest places on earth, the Crayon Factory. But problems begin with the arrival of Mr Penn who is sent to manage the factory and wants to make big changes.

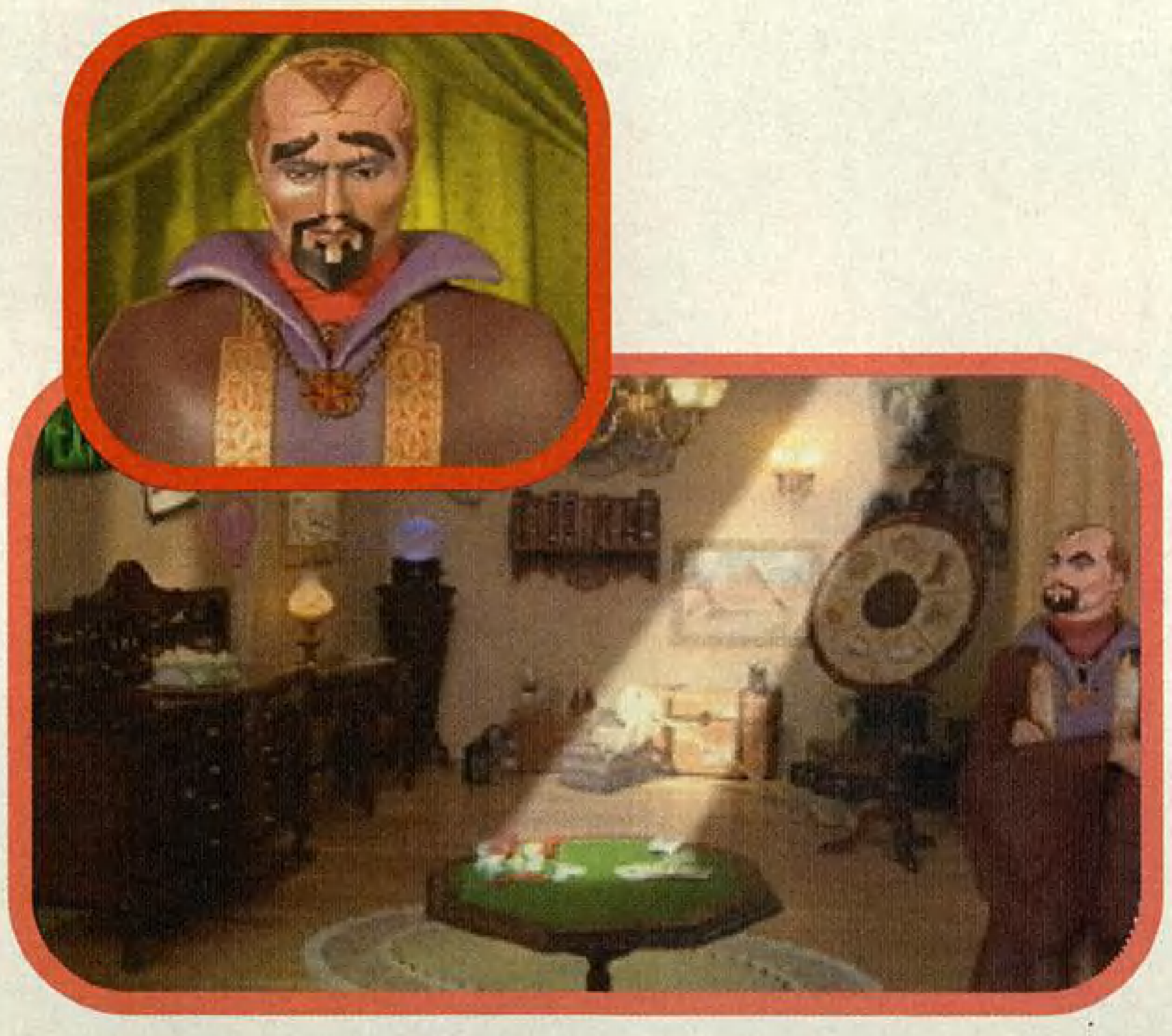
As young children enter the factory, they can choose to explore different departments or watch the story unfold.

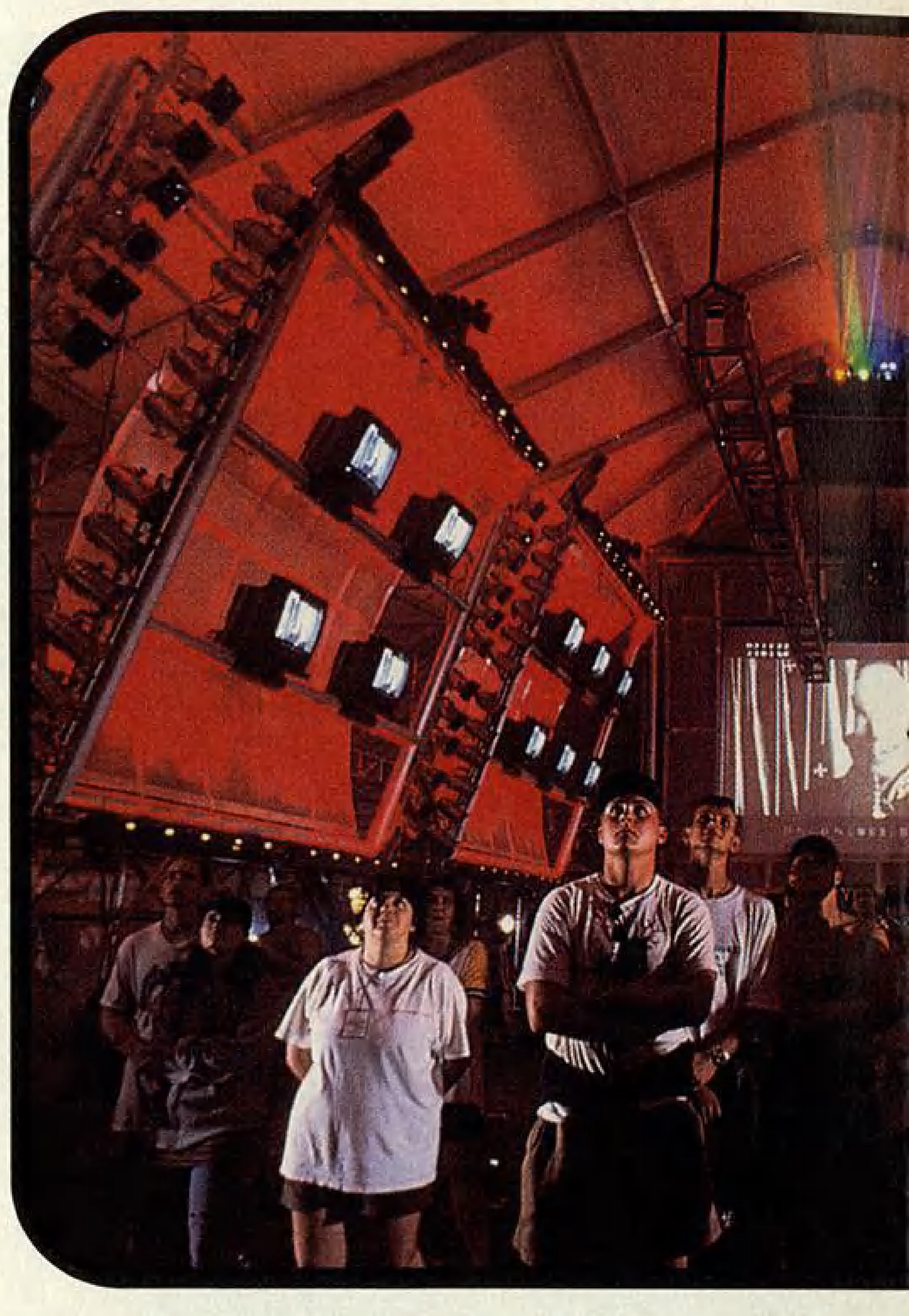
The Crayon Factory is produced by Philips SideWalk Studio.

Max Magic's Electronic Magic Kit is the world's first electronic magic kit. This title enlists the help of renowned mentalist Max Maven, who has entertained audiences in more than 20 countries. Max Maven's humorous alter ego, Max Magic, guides children through an absorbing trip into the mysterious world of illusion and helps them create their own, personal interactive magic shows. There are 14 magic tricks on the disc, which is produced by P F Magic (see Kids' Stuff, page 50).

The Joker's Wild Jr transforms the living room into a "virtual game show" for the family to enjoy and learn together. It is based on the popular US television games show. Up to four players can answer from a selection of more than 1,900 questions in 65 categories. The Joker's Wild Jr is produced by Accent Media.

■Philips America is to develop four CDi children's titles with Media Station of Michigan, US. The four discs will be produced on CDi and CD-ROM. Media Station produces entertainment and educational products designed for the home market. The new titles will be designed for children and their families, and will include puzzles and games, with fully orchestrated scores and a number of original songs.





WOODSTOCK '94

Against all odds and contrary to the media pundits, Woodstock '94 was an overwhelming success.

Not just for music, but also for the technology on display which was housed on a six acre mud patch named, appropriately enough, The Surreal Field.

Philips Media used this rather unusual juxtaposition to showcase the latest developments in its CDi arsenal. The lads from the land of daffodils, hash and windmills put on a spectacular four-part linear presentation for their hardware and software. After sploshing in the main field, concert-goers were treated to the following fun and games:

1) A 60ft dinosaur made of a mass of black steel, with ruby red eyes and which uttered the words: "Don't get frozen in the past. Be bold. Step into the future."

2) A large, air-conditioned multimedia tent containing 40 TV screens and two giant screens where an

FULL MOON TO TURN FILMS INTO GAMES

Full Moon Entertainment is set to produce three cinematic action/adventure games based on its film portfolio for CDi. The deal between Philips Media Games and the independent US production/distribution company will lead to **Josh Kirby...Time Warrior** and **Arcade 2** being the first two Full Moon films to be developed into games.

"We've been looking forward to creating interactive video games based on our original characters and films for a long time," says Charles Bank, president and chief executive of Full Moon Entertainment. "Since we develop everything from the ground up, it affords us the unique advantage to integrate our interactive projects into our films from their inception."

Josh Kirby...Time Warrior is a series of six films which revolve around 14 year-old Josh Kirby, a teenager who finds himself caught in a battle across space-time between two brilliant scientists for control of a powerful weapon called the Nullifier.

Arcade 2 returns viewers to a video game machine with a life of its own. In this world, only three rules apply: you have three lives, you play multiple levels and you must destroy what lurks at the nerve centre of the machine or be eaten by the machine if you lose.

The video game versions will use film footage and computer generated special effects from the films. Both companies will work closely together throughout the production process.

Left: a multimedia extravaganza inside the Philips CDi tent at Woodstock, which had 40 TV screens and 90 CDi stations

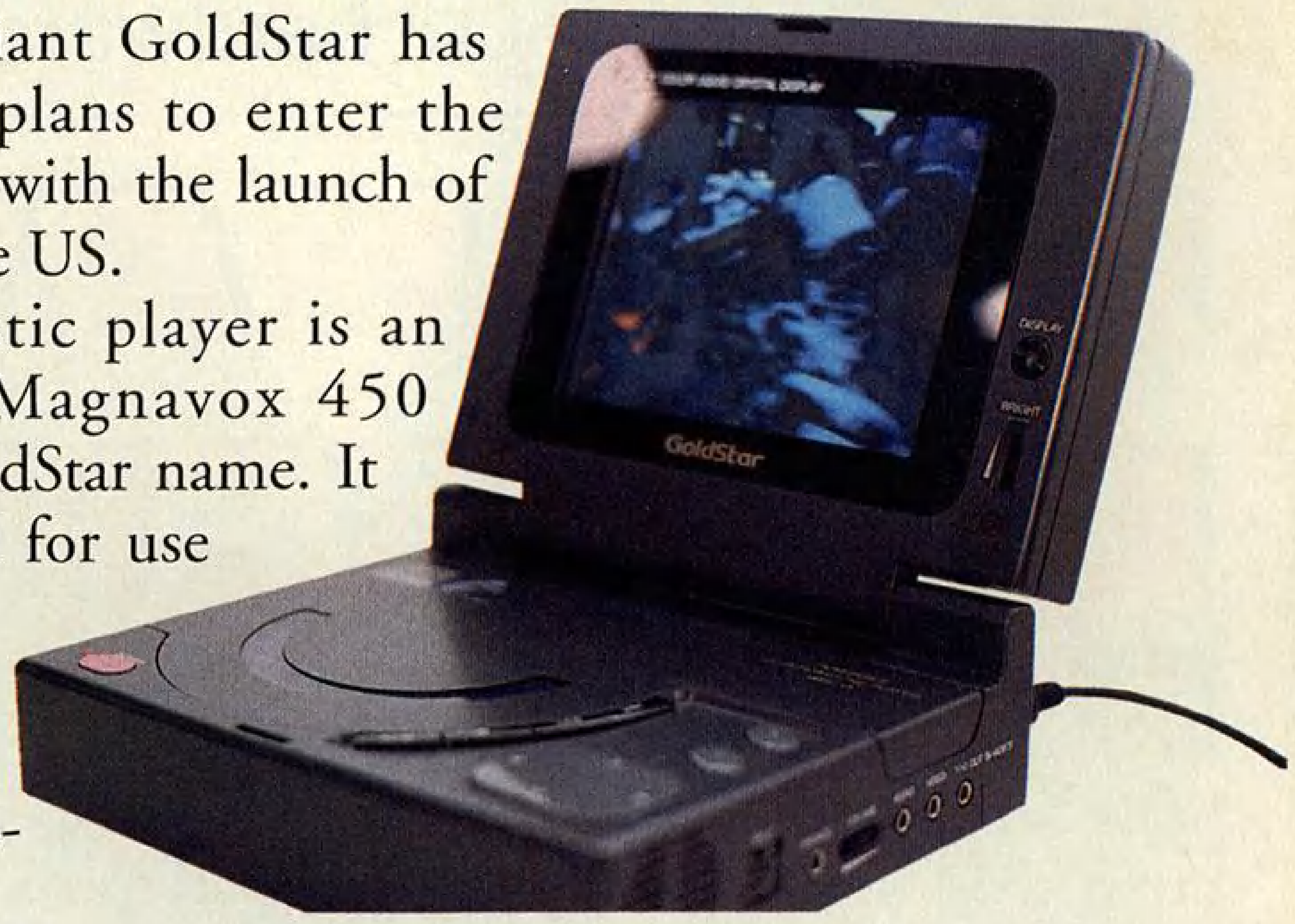
eight minute film showcased some of the newer CDi music titles (Pete Townshend, Peter Gabriel and Todd Rundgren among others) and film titles (A Fish Called Wanda, Thelma and Lousie and Silence of the Lambs).

3) 90 CDi stations where people could play free-of-charge.

4) And finally, a performance by Todd Rundgren, who of late has been a leader in the growing field of interactive music.

Why was Woodstock chosen for this extravaganza? "It's symbolic, it's showing what the future holds. Woodstock is 25 years old today and we felt it was a good opportunity to show people where the technology has evolved to," says senior vice-president in charge of Video CD, Emiel Petrone. Philips has learned from the VCR battles of yore that software is king, as opposed to hardware, and the electronics giant is making damn sure it strikes up deals with major Hollywood film studios and is utilizing its music connections (PolyGram, Motown) to the full.

GOLDSTAR JOINS CDi MARKET



Electronics giant GoldStar has announced plans to enter the CDi market with the launch of two CDi players in the US.

The larger domestic player is an adaptation of the Magnavox 450 branded with the GoldStar name. It is primarily intended for use in the home. The second, portable player is aimed at the professional and commercial market.

The GP1-11 portable, first seen at the Consumer Electronics Show in Las Vegas last January, includes built-in Digital Video capability (see picture) and has a 5.7 inch colour screen. The company already sells its own larger, domestic CDi player in Korea.

"The current view of CDi as a games player limits the technology's vast potential," says Jeff Mullarkey, Goldstar's vice-president of marketing. "Goldstar's aim is to position CDi technology as a versatile tool in the realm of education. We view our approach to the positioning of CDi as one that truly takes advantage of the platform's interactive capabilities. By simply connecting the CDi player to a TV, it becomes an easy-to-use, versatile, multimedia centre."

To support its new strategy, GoldStar has appointed Edmund Mullen as director of marketing for CDi.

FORTHCOMING RELEASES

SEPTEMBER:

MOVIES (VCD)
Silence of the Lambs
Naked Gun 33 1/3
Rainman
Thelma and Louise
Star Trek V
Trading Places

GAMES
Litil Divil (DV)
Mutant Rampage: Body Slam (DV)
Mad Dog McCree (DV)
Axis and Allies
HOME/FAMILY ENTERTAINMENT
Flintstones/Jetsones Timewarp
Joy of Sex (DV)
DV=requires a Digital Video cart.

EUROPEAN NEWS

Philips is to release three Monty Python CDi discs in Europe to celebrate the 25th anniversary of the famous comedy team.

There will be a karaoke disc featuring Monty Python songs, a selection of best sketches from the team's films and TV programs, and an interactive game called Skyron: Invasion from the Planet (due out for Christmas).

The sketches disc, called Monty Python's More Naughty Bits, will feature familiar clips from classics such as The Life of Brian and The Holy Grail. It will have sound tracks in four languages: French, German, Dutch and English.

Life With Monty Python, the karaoke title, will feature 18 songs with video clips. Users will be able to listen to the songs, just sing along without the soundtrack or select sub-titles.

The first two discs will be released in October.

CYBERCITY SEQUEL

A Digital Video sequel to the Japanese animated thriller **CyberCity** is under development and will be released in the US next year.

The game is an action-packed mission to rescue CyberCity from the evil Guardian and his forces. It will contain brand new sequences in full Digital Video.

Another new game in development is **Jeopardy**, which brings Alex Trebek of the famous television game show right into your living room. You can test your knowledge in dozens of categories and around 2,000 questions. It will be released in the US this fall. A new platform game called **The Apprentice**, produced by The Vision Factory, will be launched in the US in October. We will bring you a full review in our next issue.

CDi Magazine brings you all the latest news about CDi hardware and software

MAGNAVOX 450 LAUNCHED AT $299

Philips has broken through the all important $300 price barrier with the announcement that the new Magnavox 450 CDi player is now available for $299.

The company unveiled its new family of CDi players - the Magnavox 450 and 550 - at the Consumer Electronics Show in Chicago. The 450 is already available at $299, bundled with International Tennis Open and Compton's Encyclopedia, and the 550 will be launched this month at $499 bundled with Compton's and Space Ace.

The 450 is significantly smaller and lighter than the existing Magnavox 200 and is aimed at a younger market. It has an external power pack, wired controller and can be fitted with a new, smaller Digital Video cartridge.

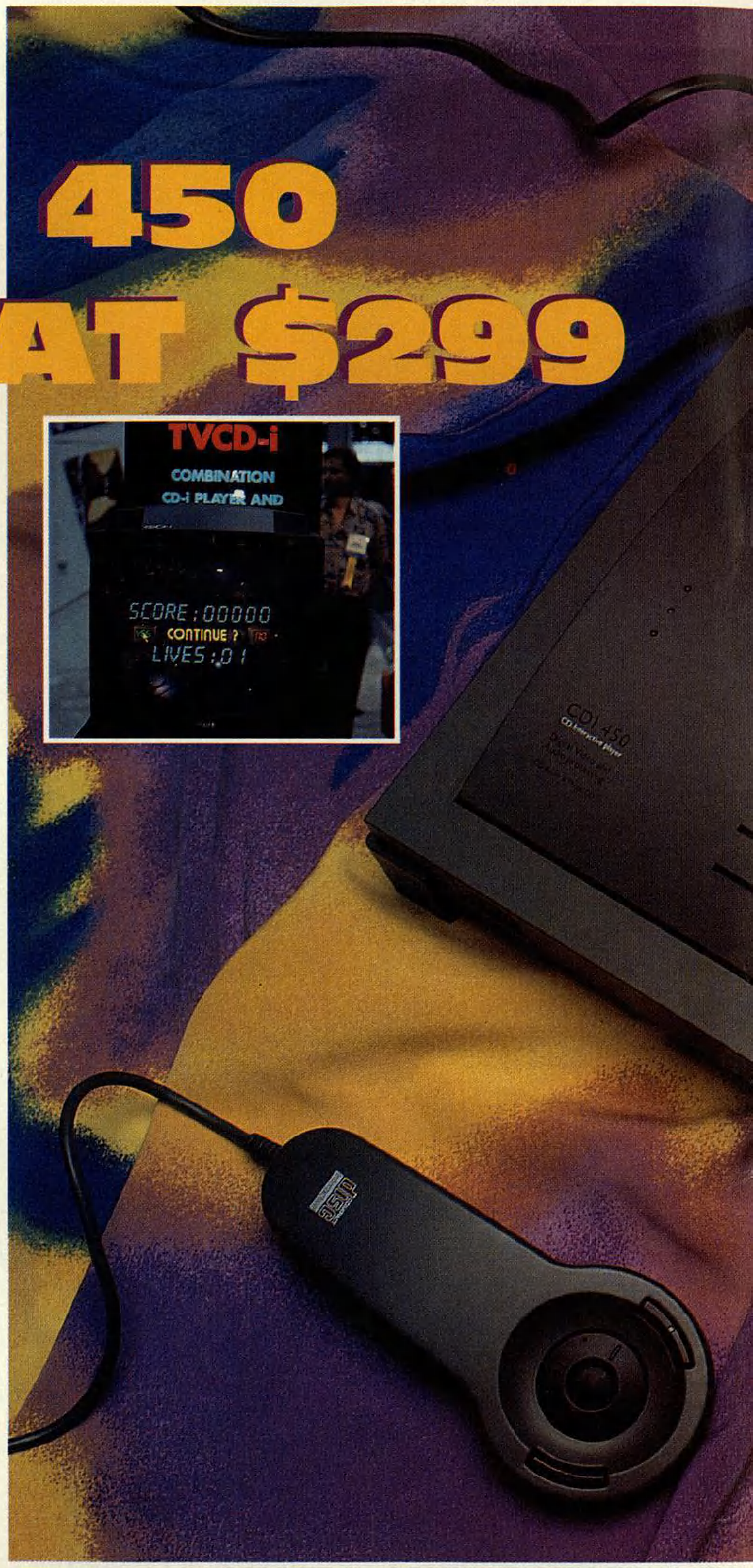
The 550 is identical to the 450 but comes with the DV cartridge included.

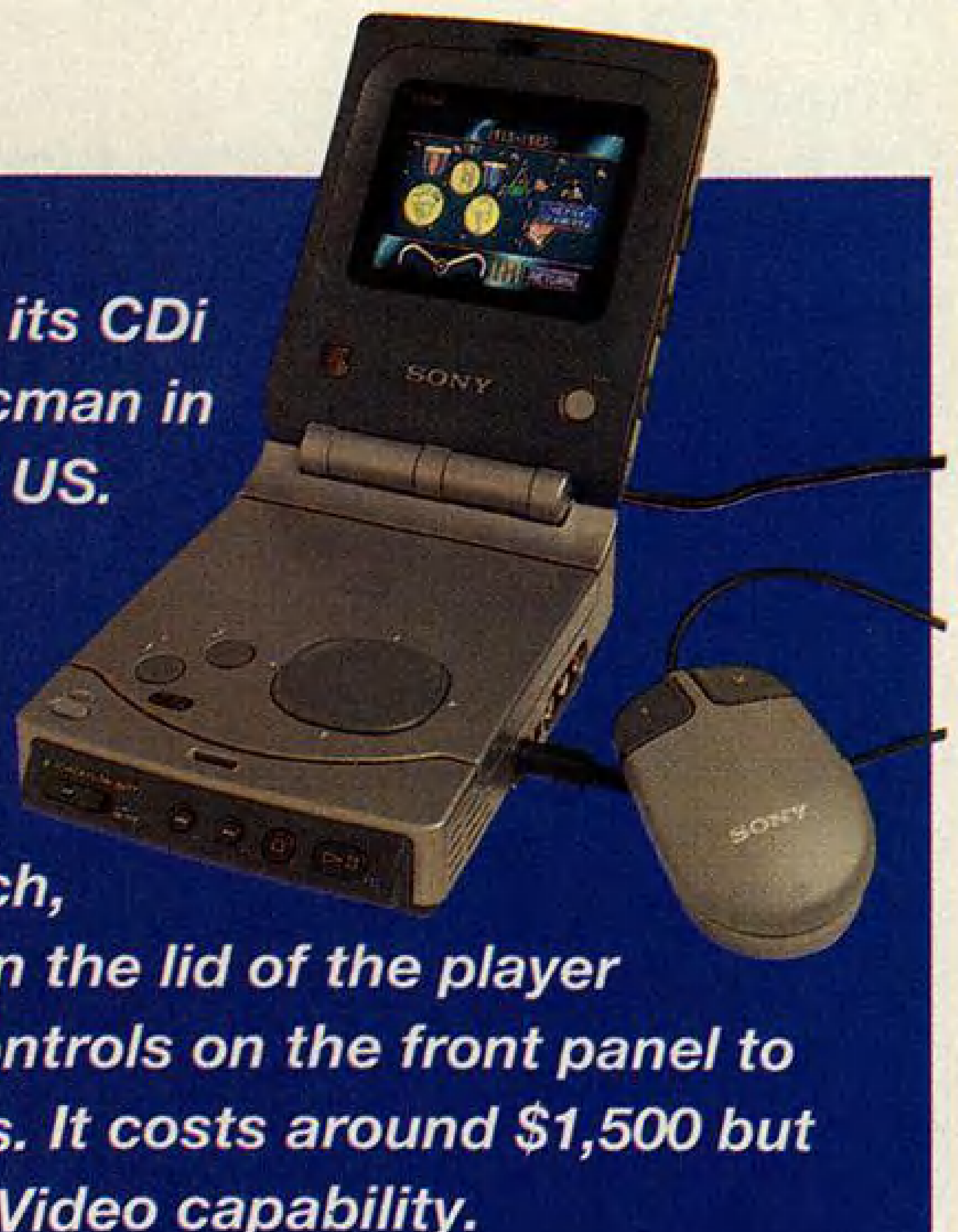
Both machines represent the first shot in Philips's aggressive new hardware strategy. "These new transportable models are a quarter of the size of the first CDi player and are priced far cheaper, yet deliver the same performance and features," says Paul Fredrickson, vice president of marketing for Philips Interactive Media Systems.

Also on show at CES for the first time were a combination TV/CDi unit and a stacking hi-fi system incorporating a CDi player. The CDi TV will be launched later this year. The existing Magnavox 200 and Philips 220 CDi players, which cost $399 and $499 respectively, will continue to be sold alongside the 450 and 550.

In the first quarter of 1995, Philips will introduce a mini hi-fi stack system including a base case CDi player (with the possibility of a DV upgrade), tuner, amplifier and double cassette deck. Another stack model, which will be launch shortly afterwards, will include a seven disc CDi changer.

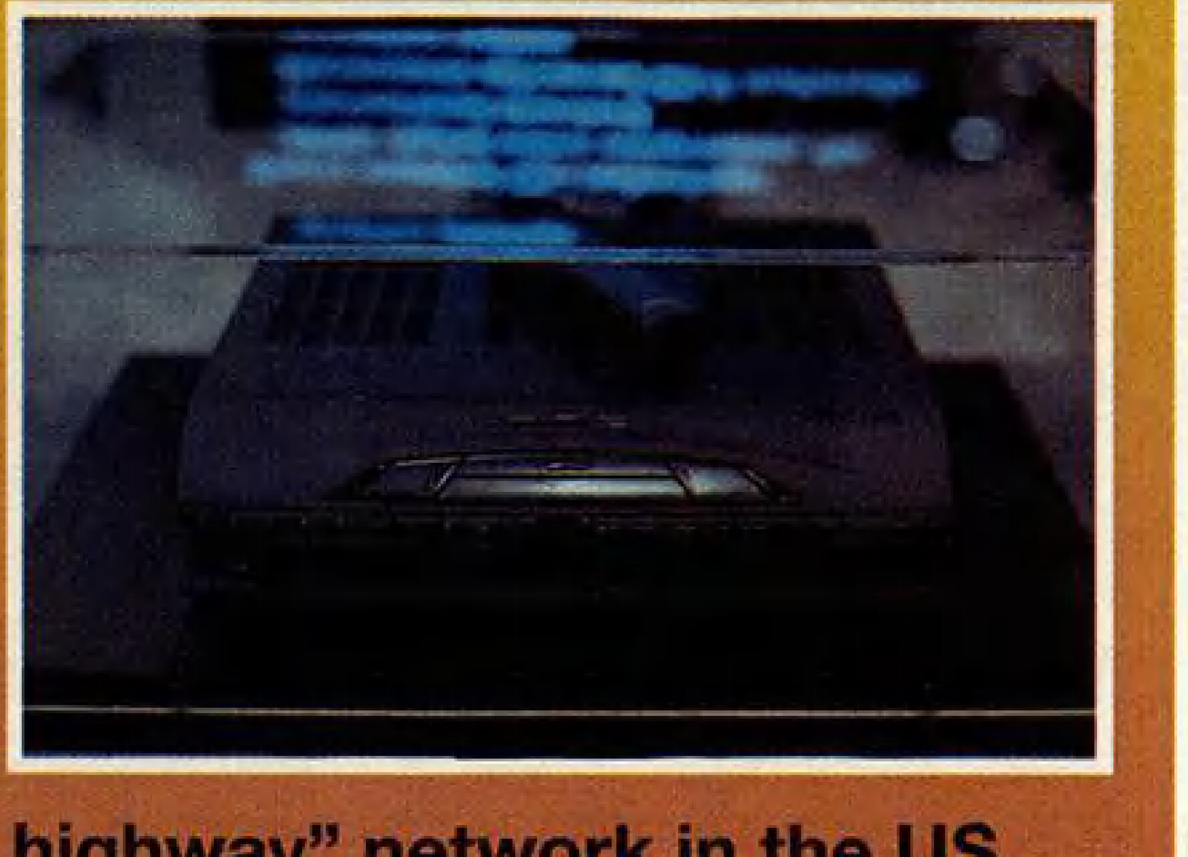
For full details of the CDi 220 and 450, see our feature on pages 38-39.





Sony is selling its CDi Intelligent Discman in Japan and the US. The Discman has a flip-up colour LCD screen with an on/off switch, CDi controls on the lid of the player and smaller controls on the front panel to play audio CDs. It costs around $1,500 but has no Digital Video capability.

DIGITAL DECODER



Compression Labs Inc and Philips have developed a set-top digital decoder to send films, games and edutainment titles down a telephone line to a TV set in the home. The system, which contains CDi's sophisticated graphics package and the MPEG Digital Video compression system, has been selected by Bell Atlantic as the delivery system for its planned "information highway" network in the US. Trials are due to begin in early 1995.

The system uses essential CDi technology. This includes a Motorola 68000 chip and an easy-to-use on-screen interface. It incorporates Microware's advanced OS-9 multimedia operating system.

Users will be able to access titles from the network by using a smart card which is fed into the box on top of the TV.

INTERPLAY TO RELEASE THREE GAMES ON CDi

Leading US video games publisher Interplay Productions is to develop and publish three high quality games for CDi.

The deal, between Interplay and Philips Media Games, will bring Lost Vikings, Battle Chess and a third (as yet unnamed title) to the CDi format. They will be distributed by Philips.

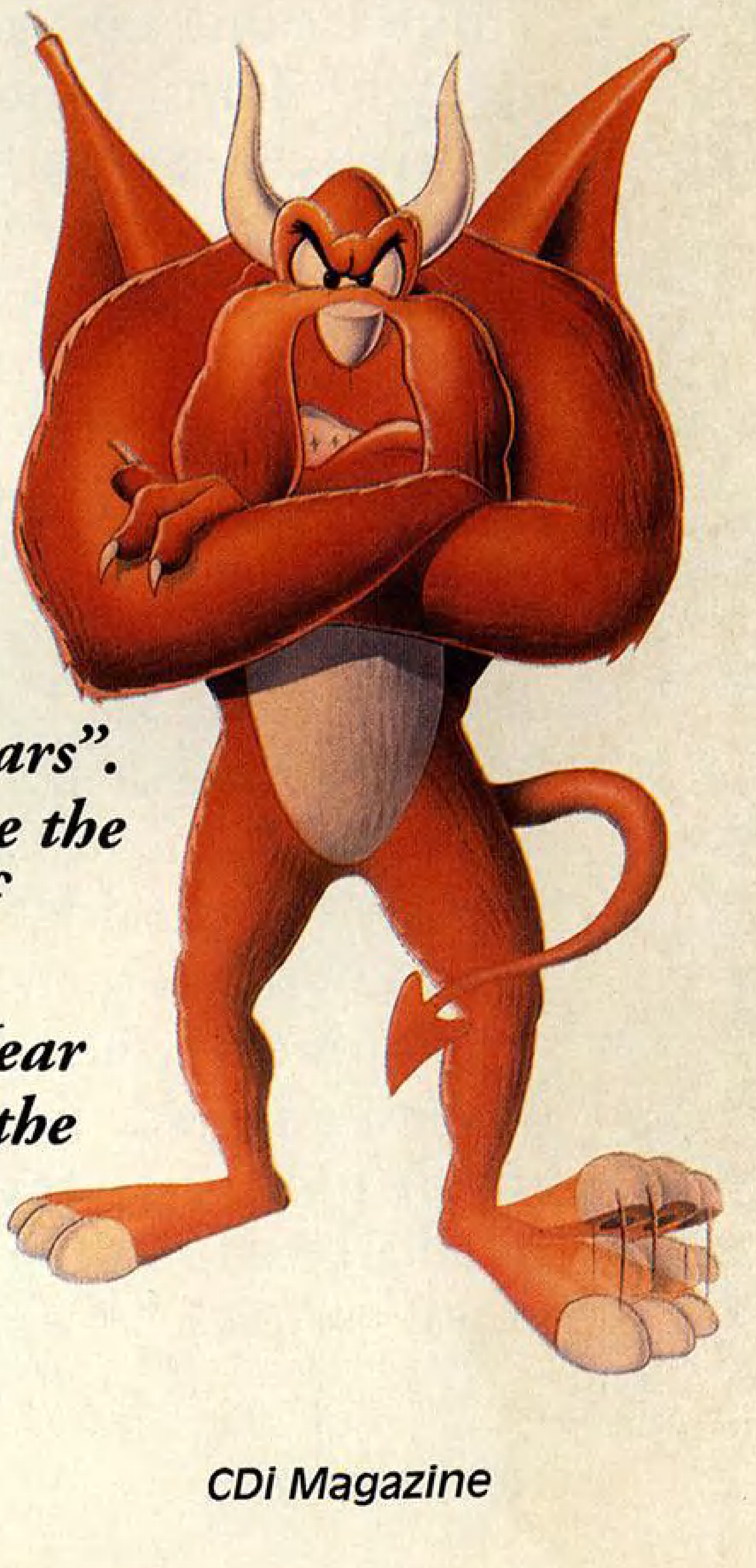
"This is a terrific endorsement from one of the industry's finest producers," says David McElhatten, president of Philips Media Games. "Interplay's commitment to publish in the CDi format is yet another significant step in the continuing growth of this publishing platform."

Lost Vikings, an award-winning puzzle/strategy game, is a brain-twisting adventure where players must lead three Vikings off a mysterious spaceship back to their homeland in Scandahoovia. The title contains 43 levels and the CDi version will have never seen before Digital Video animation.

Battle Chess brings players of the classic strategy game into a humorous medieval world where the characters jump to life in dramatic 3-D animation. The title has 45 minutes of CD quality audio and animated tutorials that teach players each piece's movement, history and strategy.

Interplay Productions, founded in 1983, manufactures and distributes a wide range of award-winning entertainment and educational software.

PHILIPS SIGNS LITIL DIVIL II: THE LIMBO YEARS



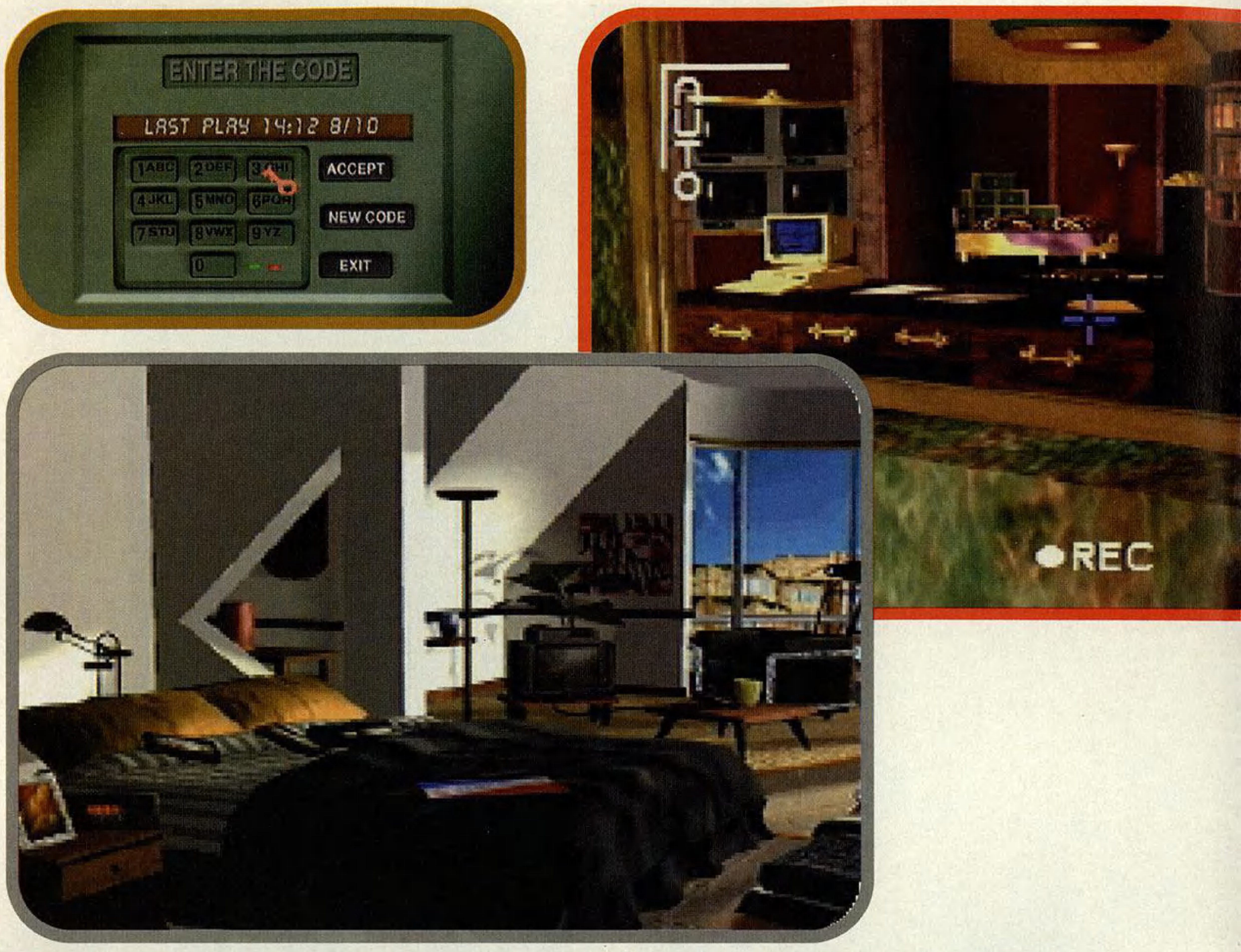
Gremlin Graphics is to produce a sequel to Litil Divil on CDi and other CD formats. "We have signed an agreement with Philips to produce Litil Divil II on CDi," confirms Gremlin Ireland founder Ian Hadley.

In the sequel, events will take place outside the Labyrinth of Chaos in the "Limbo Years". The central character, Mutt, has been living a life of debauchery in limbo since he ate the Mystic Pizza of Plenty in Litil Divil I. He now runs a sleazy nightclub on the edge of town, but St Peter is about to make a visit and cancel the state of limbo.

If Mutt is to avoid being pushed back into the Labyrinth of Chaos, and ascend to "Near Vanna", he must transform his nightclub into a shrine of saved souls. He has to find the five tradesmen to carry out the transformation, and so must journey to the five cities of Limbo. "It will be the usual mix of puzzle solving and exploration," says Hadley. The title will be released in mid-1995.

For a full review of Litil Divil I, see page 16.

BEN SOUTHWELL takes a peep at the first interactive film on CDi, and then talks to designer David Riordan and director ROBERT WEAVER to find out how it was made



VOYEUR

So here it is at last. I've heard so much about Voyeur that my fingers were itching as I put the disc into my machine. All the hype, all the scandal of the 'X' rated storyline.

But I came up against my first obstacle almost immediately - the security code, inserted by Philips after all the controversy about the title. Well I'll tell you one thing - it works. I didn't have the code, nor it seems, did anyone else! Several scrambled phone calls later and I managed to get in.

My reward? An intriguing mixture of Rear Window, Chinatown and Dallas. Voyeur is billed as the first interactive film on CDi. And that's just what it is. Alright, so it doesn't have Digital Video (it started in development when Digital Video was just a twinkle in someone's eye), and it pulls its punches in the X-rated department, but it's a very impressive piece of work nonetheless.

The story takes place over a weekend at the home of potential presidential candidate Reed Hawke (played by Robert Culp). His family gather to hear of his decision to become a candidate. By the end of the weekend someone will have been murdered. Unless, that is, you find enough evidence to stop the killer! It's a story full of lust, greed, corruption and deceit - your average soap opera really.

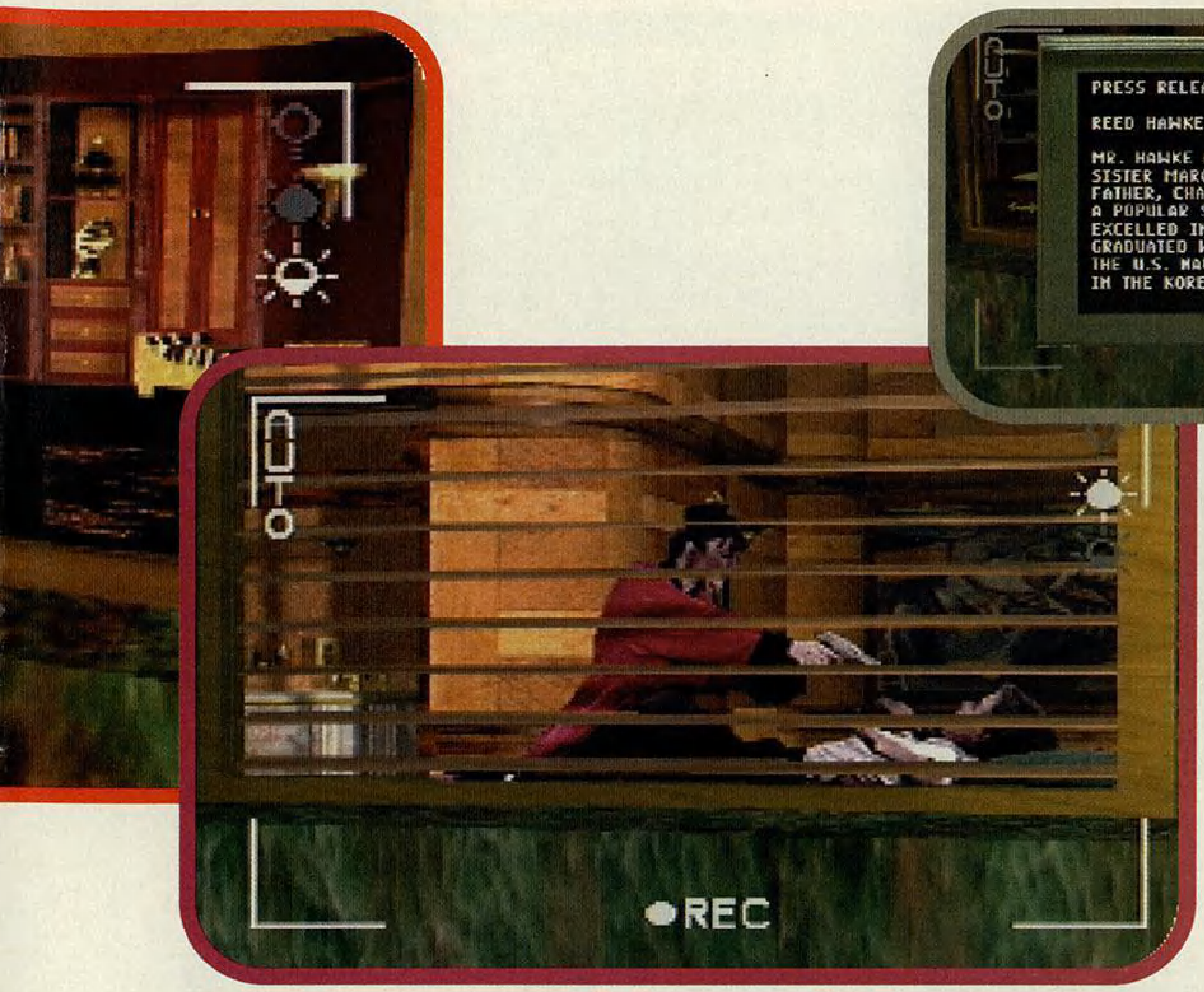
Playing is easy, winning is another matter. As the Voyeur, you control a video camera overlooking the back of Reed Hawke's mansion. You can use this camera to spy on what is happening around the house.

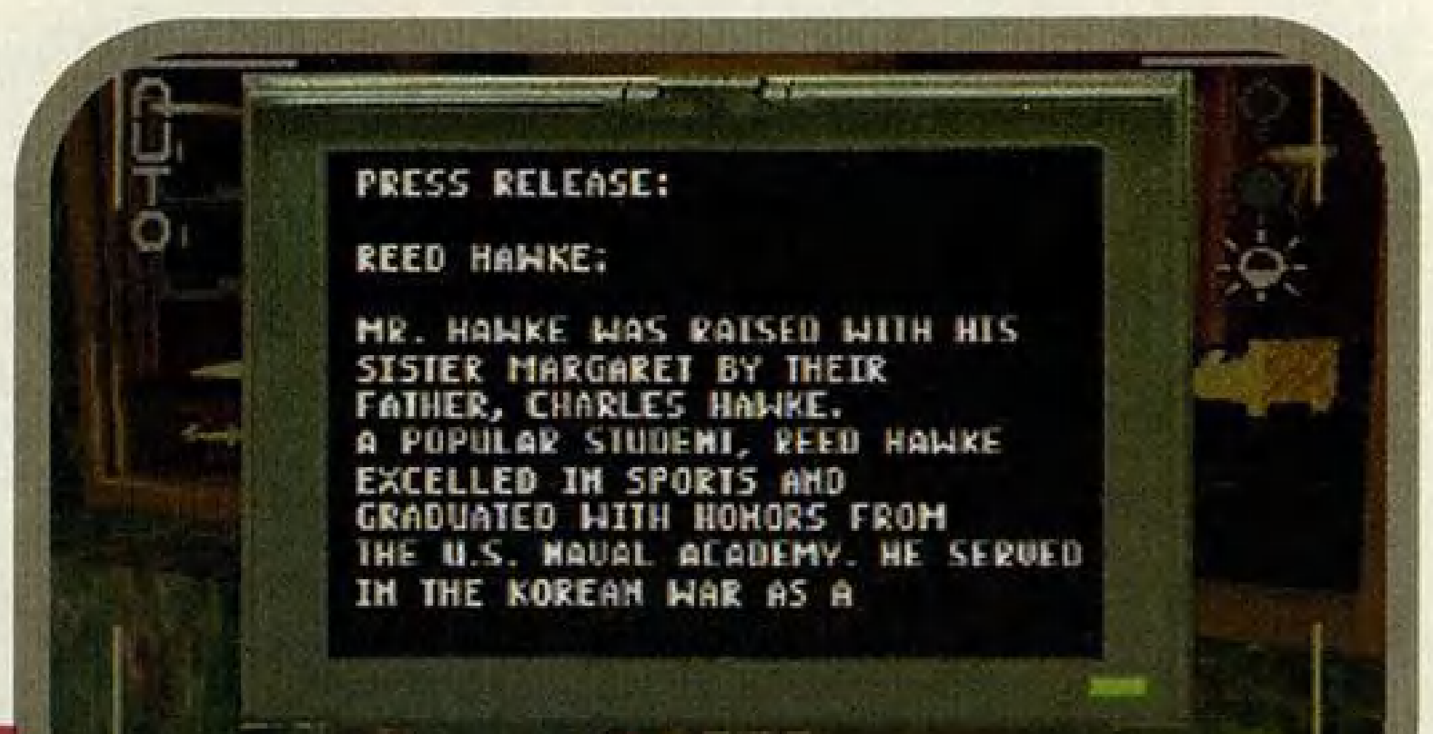
An eyeball icon shows you which rooms have live action going on within them, and a red magnifying glass marks rooms which have some evidence in. Audio scenes are highlighted by an ear icon. Click on the icon and you are a fly on the wall of the office, kitchen or bedroom.

This is where the disc is so stupendously clever. Each section represents a different time of day. At the beginning of the section all the video clips for that time start simultaneously within the CDi machine. Select the wrong room to spy on and you'll miss vital evidence. Even if you change your mind and leave a scene before the end, when you arrive in the next room it's too late. This is an amazing facility and it's what makes the game so intriguing.

By watching events through the camera you record evidence, either as video clips, sound bites or static items (photos, menus, newspaper articles etc). Collect the right evidence and you can prevent the murder by sending your videotape to the police, or to one of the family (it's up to you). Fail, and you watch helplessly as evil has its way.

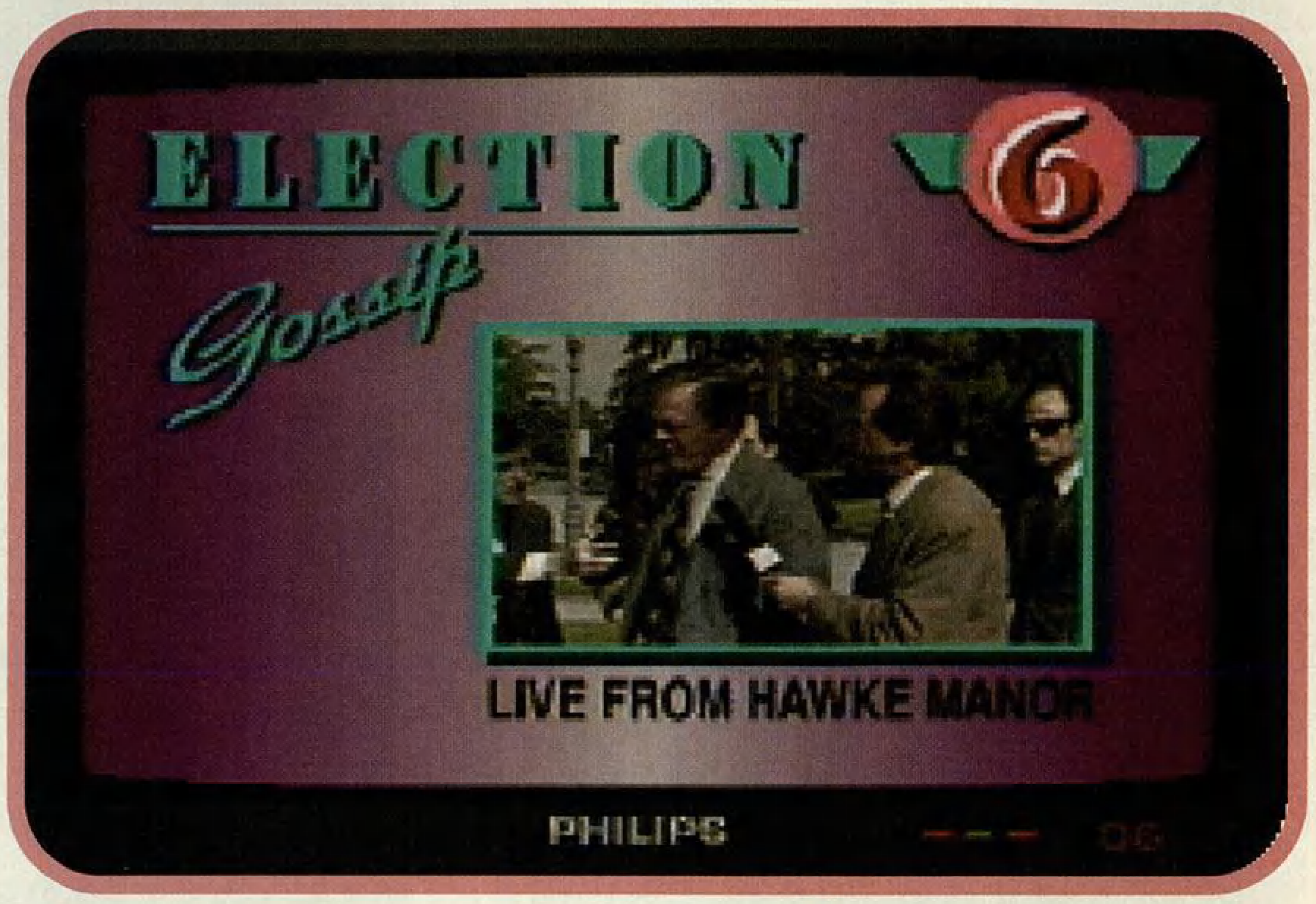
There are occasional news reports and computer screens to dip into for background information. And if all




PRESS RELEASE:

REED HAWKE:

MR. HAWKE WAS RAISED WITH HIS SISTER MARGARET BY THEIR FATHER, CHARLES HAWKE. A POPULAR STUDENT, REED HAWKE EXCELLED IN SPORTS AND GRADUATED WITH HONORS FROM THE U.S. NAVAL ACADEMY. HE SERVED IN THE KOREAN WAR AS A



Clockwise from far left: the apartment; lockout screen; Hawke's study; Frank in trouble; live TV report

that fails to grab you, how about four separate possible storylines, the CDi randomly booting up whichever it pleases. Tell that to the judge!

The film is a lot of fun, with moody music and all the performers enjoying the intrigue. While the experienced Robert Culp and Grace Zabriskie impress as always, for my money the show was stolen by Musetta Vander as Chantal, Reed Hawke's personal assistant and a lady with some very strange tastes indeed! Her introductory scene with security man Frank certainly provides the best line of the film when Frank desperately offers to "do the Peruvian Sheepherder thing". (Pardon me? ed).

Watch at your peril!

THE FILMING OF VOYEUR

To find out more about the making of this first-ever interactive film for CDi, I spoke to David Riordan, creative director of Philips POV and the designer of Voyeur, and Robert Weaver, the director on the project.

Voyeur came from a desire to produce something for adults on the CDi machine. When development started (two years ago) there was little software for adults to use. Since adults tend to go to R-rated films, Riordan and his team started looking around for a suitably steamy story that would provide the right amount of interactivity.

The idea of Voyeur came from one of the producers at POV. Since Rear Window is one of Riordan's favorite Hitchcock films it appealed to him instantly. The restricted view of the voyeur was ideal for the technical specification of the platform at the time and the choice of where to look perfect for the interactive gaming element.

So he set about producing what would become a ground breaking interactive film. As this was before Digital Video, actors would be filmed using the blue screen "ultimatte" process. At its simplest, this involves filming actors in front of a blue screen. The blue is then optically removed, leaving a blank space for a new background to be added. An actor performing in the studio can be transported, as if by magic, all around the world by the use of different backgrounds.

Of course, a more complicated version was used for Voyeur, with footage of the actors being digitized to be combined with computer generated backgrounds for a fully interactive experience. The net result is a certain amount of "aliasing" around the moving characters, making them look slightly blocky around the edges, but this is the only flaw.

Riordan and his team had plenty of blue screen experience from Zombie Dino's From Planet Zeltoid and Girls' Club. But these had only one actor speaking directly into camera. Voyeur features fully dramatic scenes with several actors on screen at once. Since the technical specifications of the platform determined that only 30 per cent of total screen space could be "live" action, this ground-breaking approach required a great deal of ingenuity in the placing of the actors and the ▶

RATINGS

Graphics: 95%

Sound: 95%

Interactivity: 95%

Overall: 95%

Cost: $49.98

Out: Now

design of the sets.

Meanwhile, work had begun to create the virtual reality environments into which the actors would be placed. The team used a 3-D architectural software program for designing buildings called Autodesk. The problem was how to relate the designs to actors. To achieve realistic results, Riordan designed the house as if he was really going to build it, creating a "wireframe" model.

It was then up to Weaver to select his camera angles, flying the camera anywhere he wanted inside this computer-generated building to get the best shots. With the shots selected, the artists (Les Doughty and art director Courtney Lane) could render the finished 3-D environments and the images could be matched with copycat lighting on the set.

But with all this going on inside some computer, how did the actors know where to stand, sit, look, walk - in other words act?

Rirodan explains: "We took rough versions of the designs onto the set so we could have a composite picture...to make sure the actors weren't walking through the furniture!" Weaver says that it was still very difficult for the actors performing in a "blue space" with none of their usual tools of the trade, like props and a set to help their interpretation.

Even performers as experienced as Robert Culp (a real casting coup) and Grace Zabriskie were confused at first! But, according to Weaver, they soon got the hang of it and were very excited by the whole idea. After a few days filming, the larger pieces of furniture were constructed in the studio and painted blue to help the actors as much as possible.

But as Weaver says: "It's safe to say that by the end of the day the actors were seeing blue!"

All 65 minutes of screen time were shot in nine days, which is a very fast schedule. Weaver found that he had to make many adjustments to shoot for CDi. As director, he didn't have his usual methods of cuts, close ups and coverage. "It's a different kind of film - like putting on a play on an empty stage." And because the actors also worked without their tools, he found they relied much more heavily on him than normal. Weaver explains that the director needs an exceptionally strong strong view of what he wants for projects on CDi because it's very easy for his vision to get lost in the process of producing a disc. And as for the added variable of four separate storylines, he says it just complicates things even further: "It's like playing three dimensional chess."

I asked Riordan what the hardest technical problem had been. "Fitting it all on one disc." And the thing he'd do differently next time? "Use two discs!" (Something he thinks will become commonplace).

He praises the technical staff (David Todd, technical director, Mike Berro, lead programmer and Ken Jordan, head of tools group) for cramming so much information onto the one disc. He also singles out the way they managed to hook into the timecode on the video clips to trigger the simultaneous playing of the live-action scenes. It may not be a new idea, but the technical execution they created was a breakthrough. Riordan is particularly impressed with the access times, which are very quick for CDi, vital for the success of a game like this.

And in case you're wondering whether they followed Hollywood's example of preview screenings, the answer is yes. They had their very own focus groups. As Riordan says: "We wanted to see how 'real' people responded to it." Groups of players, it seems, tend to have very involved discussions of strategy at the beginning of the game. The focus groups caused no major changes, but a few minor items were adjusted to make it a smoother, more enjoyable experience. Riordan is keen that the disc should appeal to non-gamers and so wanted to make sure it was simple enough for most people to understand without being easy to solve.

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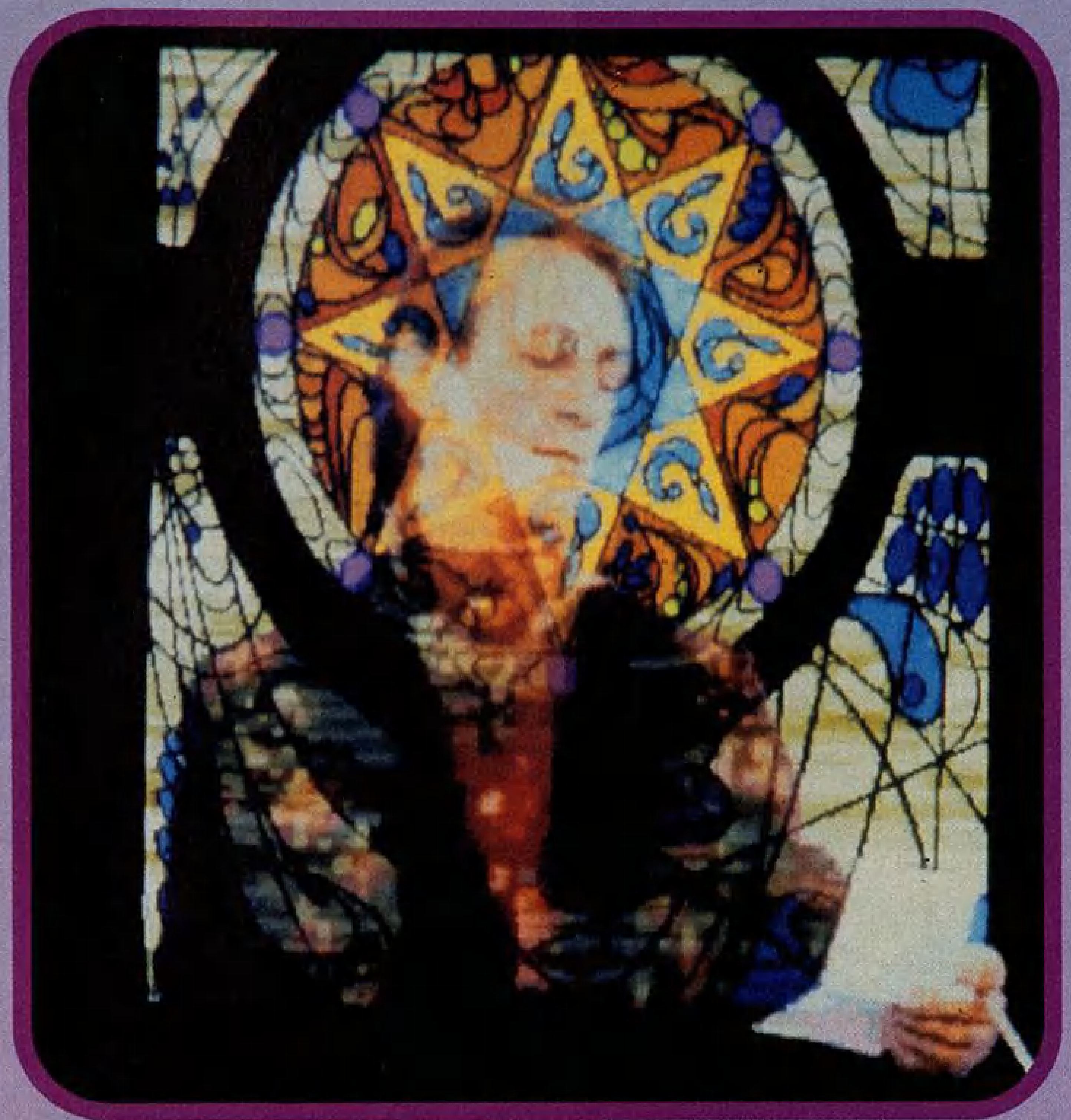
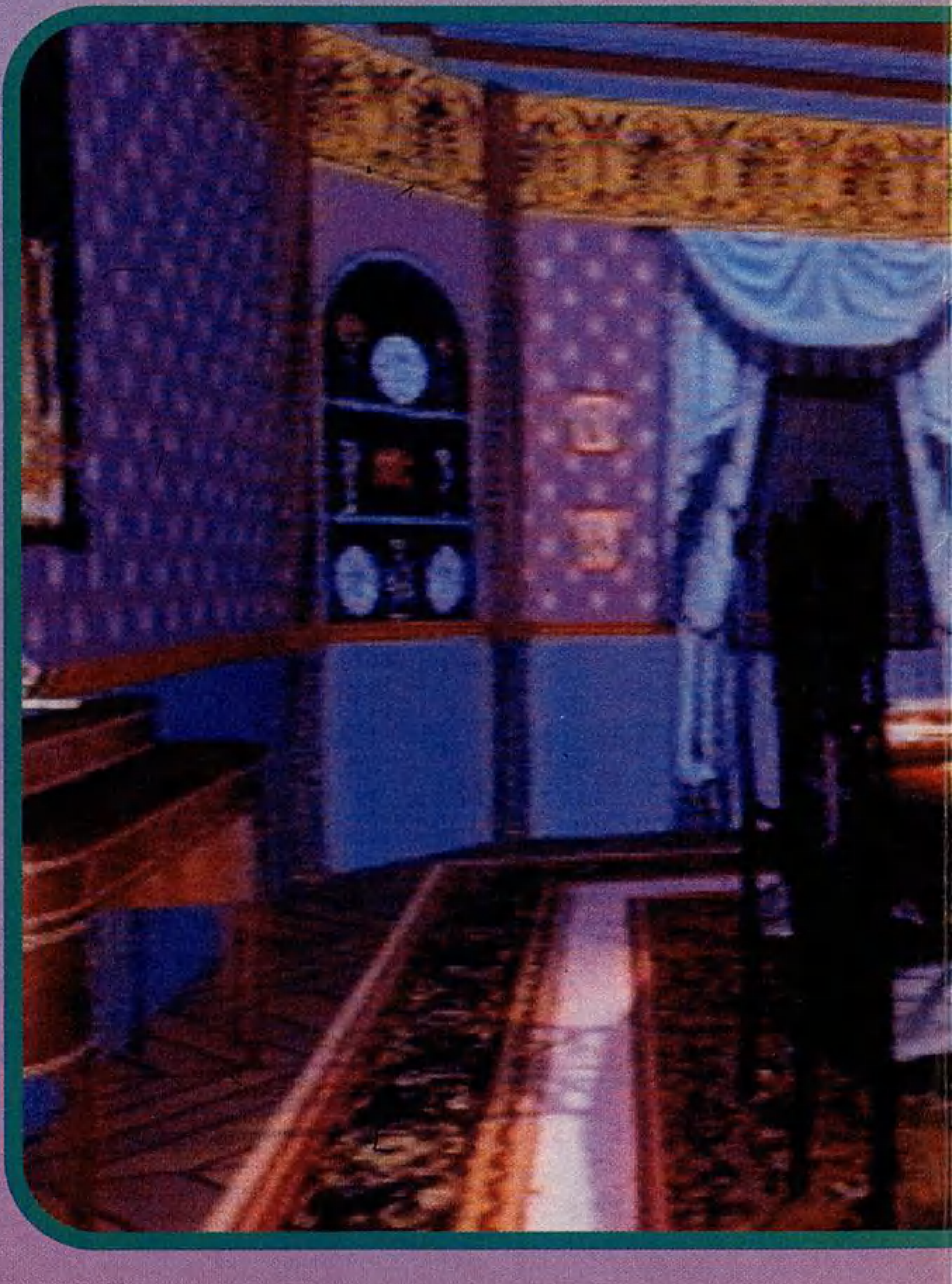


Virgin Interactive Entertainment's hugely successful CD-ROM game The 7th Guest is now available on CDi. STEVE KEEN says "Let's get spooked!"

the 7th guest



Anyone who has seen the PC-CD ROM version of The 7th Guest will have been bowled over by the incredible graphics, but now that the CDi version is here, they'll probably self - combust. It is, quite simply, the best.

The game's plot could be straight from a Steven King novel. Sinister toy maker, Henry Stauf, has been seducing the local village youngsters with his life-like wooden dolls. The infants loved them until, one day, the children began to fall ill and then disappeared.

Stauf vanished too, and nothing was heard of him until six locals received invitations to visit his spooky mansion on the hill. As a would-be sleuth, you must find out what has happened to the six visitors, unravel the mysteries of the mansion and discover just who is the 7th guest.

Starting with the incredibly eerie intro that sets the scene, every cinematic trick and audio treat has been employed to provide players with the ultimate in game immersion and atmosphere. It's time to dust off those brain cells, because right from the beginning you'll realize that the gameplay leans heavily on puzzle solving.

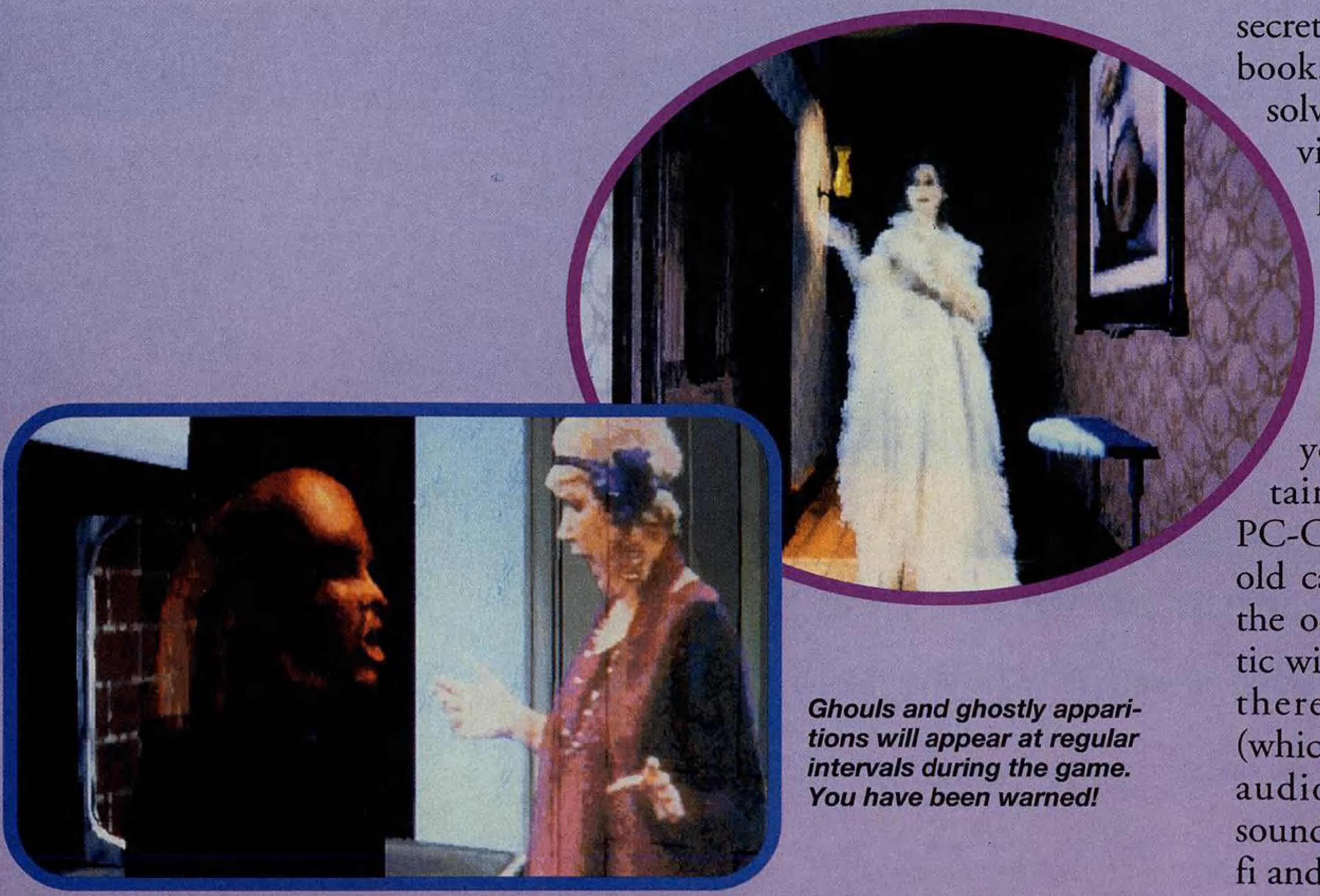
Finding your way around the maze of passages and rooms in the house is a task in itself. As you position your cursor for your first steps forward, prepare to have your socks blasted right off! As soon as the backgrounds start to move, and gorgeously-rendered 3-D objects swish past you smoother than a velvet ice cube down a marble mountain, you know that the Digital Video cartridge was worth every penny.

Rooms are amazingly detailed with chairs, cups and saucers, sideboards and texture-mapping on carpets that would send a Persian rug dealer running for the cyanide capsules. Imagine clicking on a sink and being swept down the drain, while huge spiders and ants hurtle towards you!

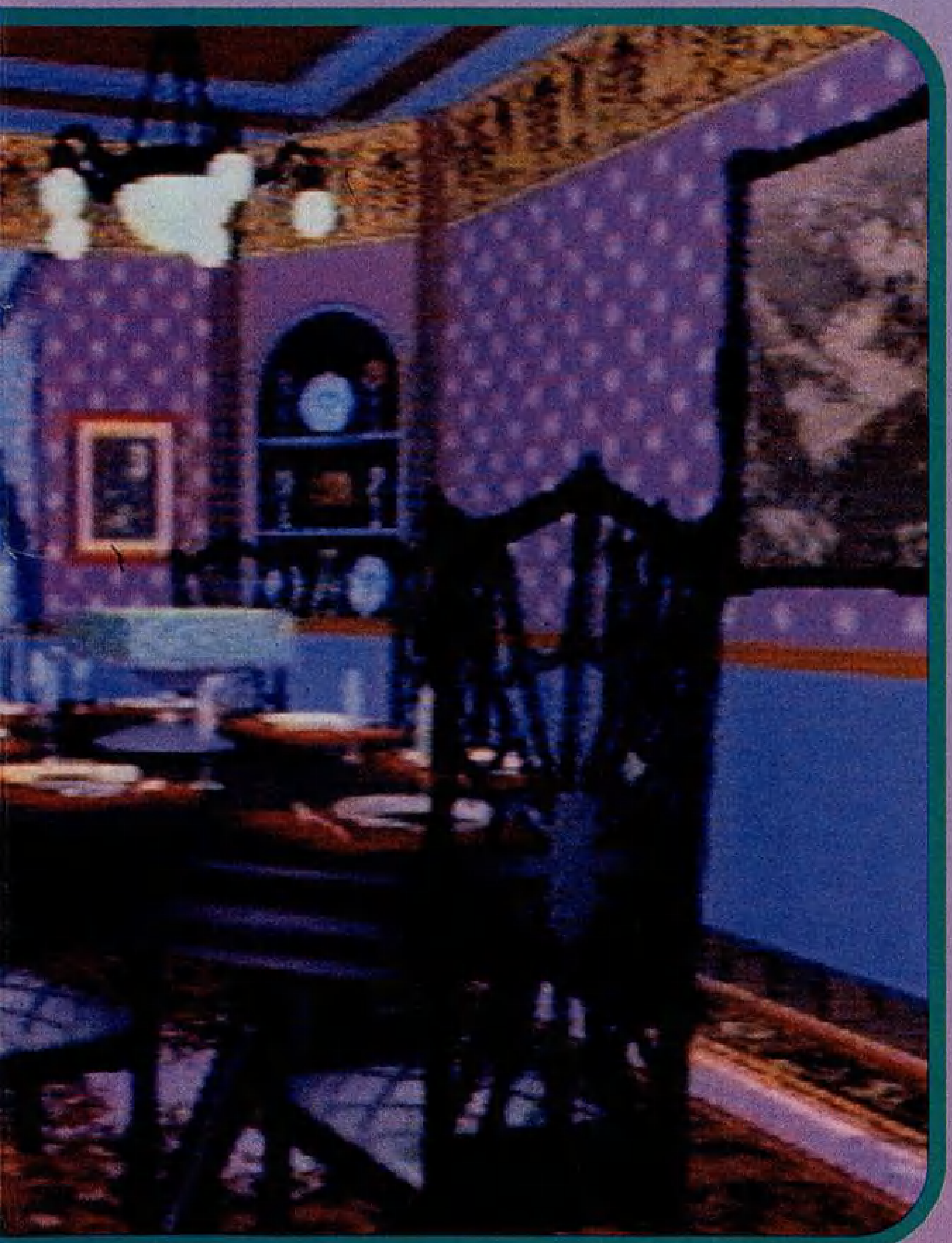
You can wander around and explore each room to some extent, but you don't have complete control or freedom of movement. The game suggests points of interest and it is up to you if you want to examine them closer.

Having said that, you can see just about every object in a room from a variety of angles, as the camera pans around in spectacular style.

Not every location is immediately accessible. You must solve a certain amount of puzzles first, in order to unlock their secrets. The house is big, sprawling over two floors and a spooky basement, but there's a



Ghouls and ghostly apparitions will appear at regular intervals during the game. You have been warned!



handy map which keeps track of where you have been and what has yet to be explored.

Every chamber hides clues to what has happened to the other guests and why they came to Stauf's mansion in the first place. Ghostly apparitions appear like past echoes in time and digitized characters materialize in front of your eyes, run through their pantomime pieces and vanish just as suddenly.

You can expect to see some grizzly scenes on the disc, as each guest gets murdered in turn. At this point it's fair to say that there are some animations that are decidedly gruesome and definitely not for youngsters. One scene shows an imp stabbing a blood-stained woman, while another depicts a doll suffocating a baby to death in a cot. These are best avoided by the squeamish.

The bony hand you see in the middle of the screeen is the key to controling the game. If it beckons you towards an object or door you can enter that location. If it turns into a mask there is a cinematic animation to watch. Or, if a pair of chattering teeth appear, a spooky act of poltergeist-like proportions is about to happen.

The main icon is the pulsating brain which means it's puzzle time. Puzzles range from the amazingly easy, such as spelling out sentences from jumbled letters, to brain-clottingly hard teasers, such as chess problems. You are never told the object of the puzzle, it's a case of trial and error. It is easy to get stuck, but in nearly every room there's a secret path straight down to a puzzle book. The book gives you clues to solve the current teaser and if you visit it three times for the same puzzle it will solve the conundrum for you.

The 7th Guest is a fabulous journey into the cinematic computer-generated world. It has the most stunning graphics you'll see on any home entertainment system and makes the PC-CD ROM version look like an old car with three million miles on the odometer. The speech is fantastic with believable actors' voices, and there is incredible music score (which is also included on a separate audio CD) and stacks of special sound effects. Hook it up to your hi-fi and get the fright of your life!

It would take a brave person to knock the achievements of the programmers involved in producing such a highly polished and atmospheric game on CDi.

You'll be cemented to your seat for hours when you first settle down, but when it's all over you'll probably only get it out to impress your friends. So, for all its amazing visuals and incredible sounds, as a game it provides little more than a handful of brain-teasing puzzles linked by stunning computer demos.

If the technology was put to use on something such as Alone in the Dark on PC then we would really have a game to take on all comers. Until then, it's a good-looking and adequate substitute. This is definitley one game you should have for your CDi collection.

Produced by Virgin Interactive Entertainment and Trilobyte

RATINGS

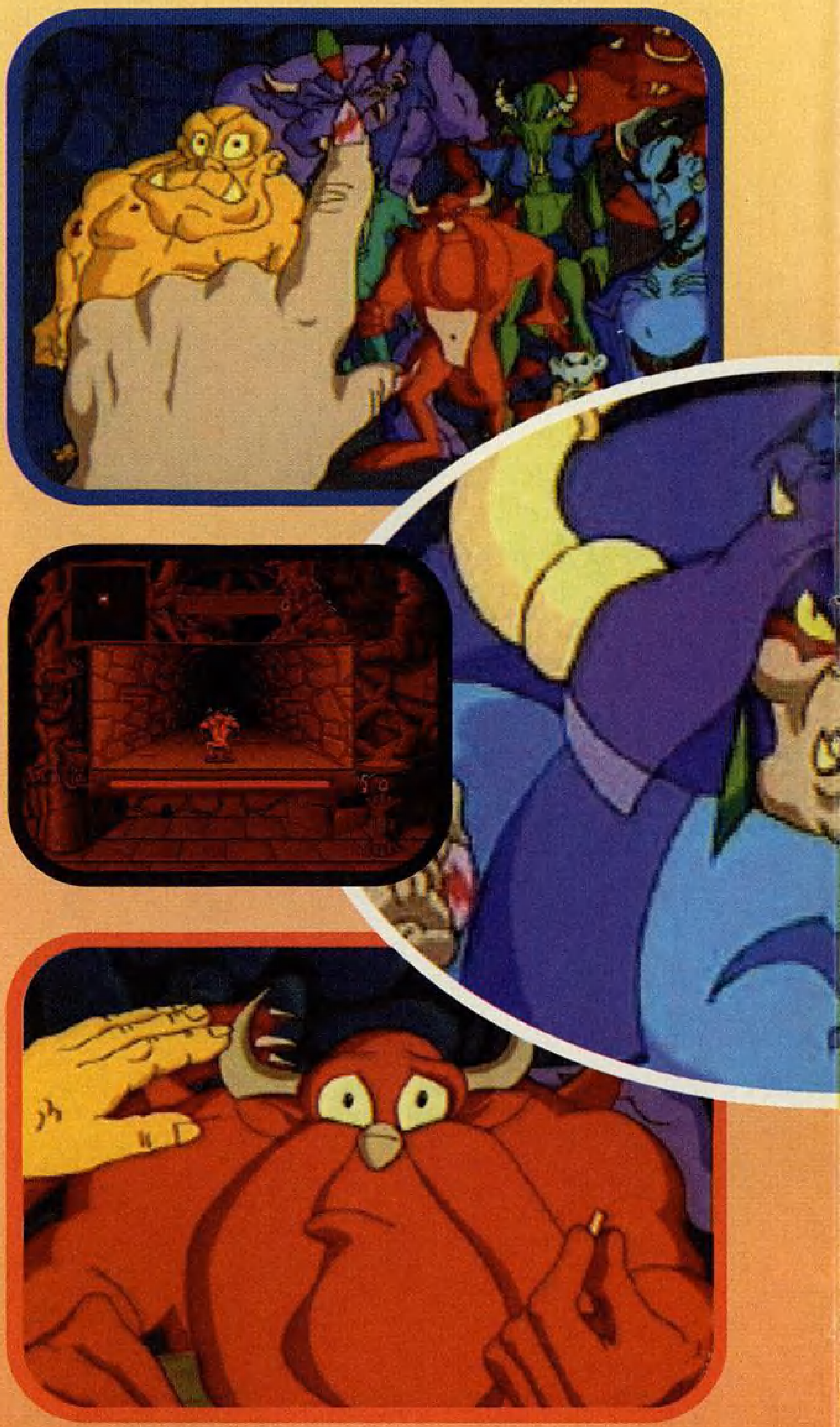
Graphics: 97%

Sound: 96%

Interactivity: 89%

Overall: 95%

Cost: $59.98 **Out: Now**



STEVE KEEN goes in search of the mystical pizza as he dissects the finished version of Litil Divil from Gremlin Graphics. It proves to be a demonic trip

LITIL DIVIL

Goblins, ghouls, ghosts and gargoyles, we love 'em! And so do those guys at Gremlin, the software house behind this latest graphic adventure on CDi. And you know what? It's the best version around!

Every year someone in Hell has to make the treacherous trip through the Labyrinth of Chaos to retrieve the Mystical Pizza of Plenty.

This time it is a mischievous imp called Mutt who must take up the challenge.

Our hero is not the kind of guy to run away from such an opportunity, not when he can sprint, and whines on like a rheumatic sea lion at the prospect of going on such a dangerous quest. And indeed he might, as this challenge is not an easy one.

The game's style is a mixture of puzzle solving and arcade action. Mutt has to map his way through the trap-infested corridors and beg, borrow and steal for the dozens of objects that will allow him to collect all the pieces of his master's snack.

Many booby traps await him, like spikes that jut out of the floor, flame throwing statues, giant spiders and cavernous pits, but if you can guide him past these safely, you will uncover the deadly rooms of peril at the heart of the maze.

These rooms are the secret of Mutt's success and contain a mixture of dastardly demons and ghastly monsters that hold the keys to the Litil Divil's progression. Some you will have to outwit with the many objects that you find or buy, while others will only respond to a sound thrashing with one of Mutt's many karate maneuvers!

The CDi version of this game is the best around, and as you can see from the screen shots, the colors, backgrounds and overall graphics are gorgeous.

Animation is the key to this game's appeal and each character you come across has more personality in its pixels than you'll find in an elevator full of stand-up comics. Mutt gets down on his hands and knees and pummels the ground like a spoiled kid when he gets thwarted and the most unexpected treats await you inside every perfectly drawn room.

However, for all the imaginative villains and puzzles you come across, the pace of the gameplay suffers considerably due to this attention to detail.

It takes a full 30 seconds for you to open a door and enter a puzzle room and, however great all the animation is, you're going to have to have the patience of Mother Teresa to want to sit through it time and time again watching the same clips roll by.

There are a few other obvious game design faults, too. You can't turn around in a corridor, so if you are walking towards the screen, you can't see what's in front of you and end up falling down pits, being spiked and generally getting roughed

RATINGS

Graphics: 86%

Sound: 79%

Interactivity: 81%

Overall: 84%

Cost: $49.98 Out: September

up through no fault of your own. Also, traps come from out of nowhere and if you walk in the middle of the screen your sprite hides them. This wouldn't be so bad if each mistake wasn't accompanied by animation, so that you have to wait a full six seconds before you can get back into the game.

But don't give up just yet. Things do get better and the more you persevere with Litil Divil, the greater the rewards. Each level is massive and it is hard to pull yourself away from trying to discover what is around the next bend and what amazing creatures you are going to meet next.

Most of the guardians are highly original, ranging from a huge spider that spews out its young at you and can only be killed by bug spray, to a sumo-wrestling fat boy demon who can be engaged in hand-to-hand combat to the death or burst with a huge hat pin that you can buy in one of the dungeon shops. This is one aspect of the game that keeps you coming back for more.

There's more than one way to skin a cat, and in Litil Divil there's usually more than one way to defeat a monster. This removes the rather linear aspect found in most games and makes the adventure much more approachable. Each time you play, you will find a something a little different to keep you on your toes. Just when you think you have found one solution to a particular problem, you'll come across another one.

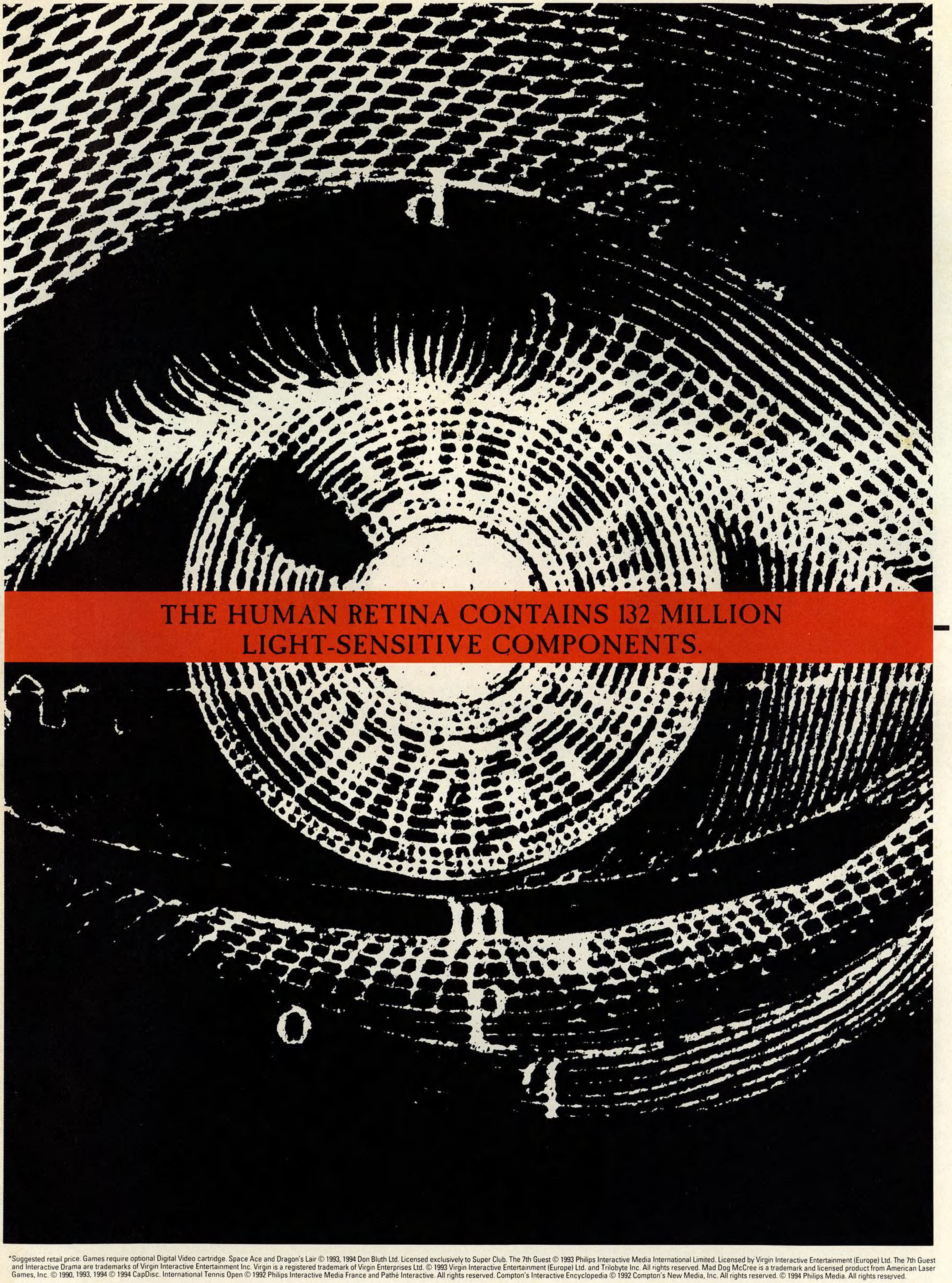
I also like the way Mutt takes on his own personality and goes to sleep if you leave him alone for too long. He becomes a real character.

For my money, Litil Divil is the finest cartoon adventure around and has the magic ingredient so often lacking in fine looking games - interactivity. Apart from some glaring design faults, this could have been a monster game.

Five levels, many moons and countless lives later you'll come to the end of this adventure, if you can stick it out that long. It's good fun while the comedy graphics, excellent animation and fabulous effects grab you, but next time I'll be phoning out for pizza!

Produced by
Gremlin
Graphics

Litil Divil


THE HUMAN RETINA CONTAINS 132 MILLION LIGHT-SENSITIVE COMPONENTS.

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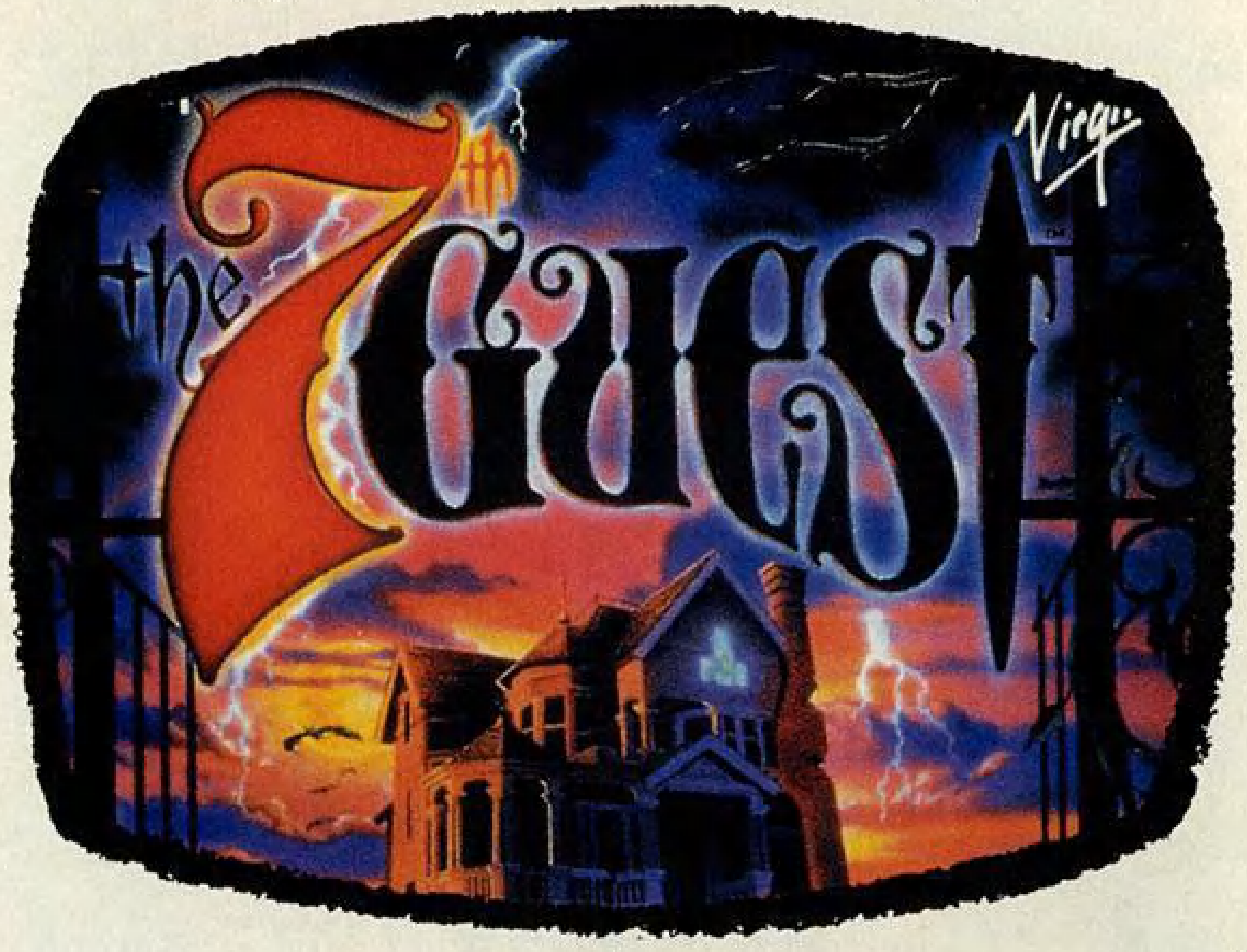
The 7th Guest

"This gorgeous game marks a new standard…beautifully rendered computer images, with tons of live-action video thrown in, heighten the ghastly game play." *Gamepro*



Space Ace

"Space Ace is a blast to play and is truly faithful to the original coin-op. The digital video is perfect and the game controls great." *Electronic Gaming Monthly*

DON BLUTH PRESENTS
SPACE ACE

Dragon's Lair

"The Sega CD version suffers from lack of control and grainy graphics. The 3DO graphics…and sound just can't match up to the incredible job that was done on the CD-i." *Electronic Gaming Monthly*

CD-i GAMES
DRAGON'S LAIR

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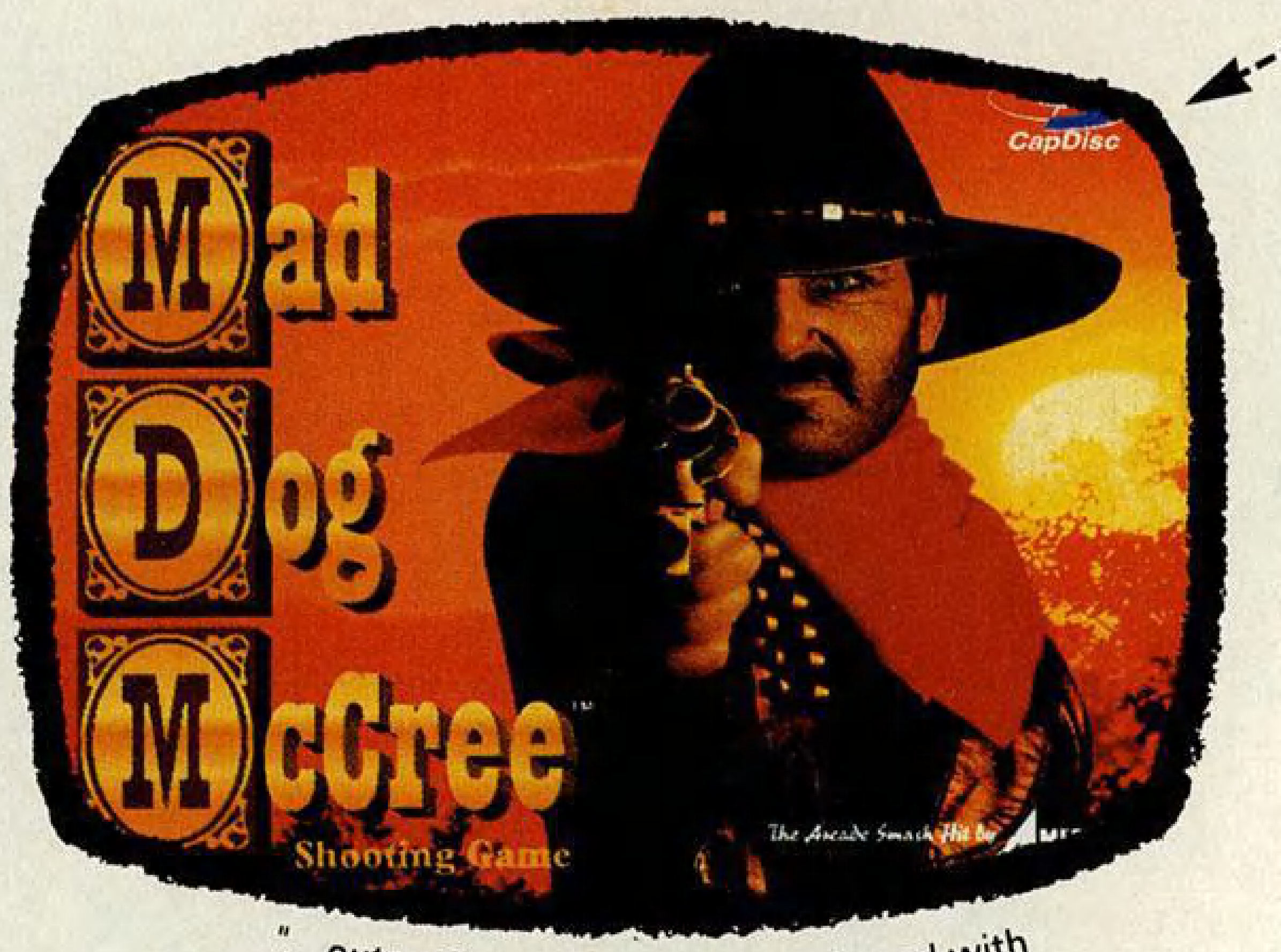

"…outperforms all others…packaged with a quality light gun, the CD-i version allows faster aiming, immediate response…instantaneous cuts…" *Electronic Games*

Mad Dog McCree

"Microcosm on CD-i is 100% absolutely, positively the best version period. It puts all other game systems to shame…excellent sci-fi adventure." *Video Games*

Microcosm

So, you've already played these games on other formats. Good. Then you'll be the first to appreciate the full-on sonic and visual overhaul CD-i has made on them. Remember the blurry, pixilated graphics? The dime-store sound effects? Well it wasn't your vision and hearing that sucked. We've replaced them with razor-sharp video and digitally crisp audio. And those with quicker reflexes than the average 80-year-old will dig the faster response time. But we've bent your ear long enough. Experience the classics on CD-i for yourself. After all, you've got 132 million photoreceptors leaning dangerously towards the snooze button.

CD-i

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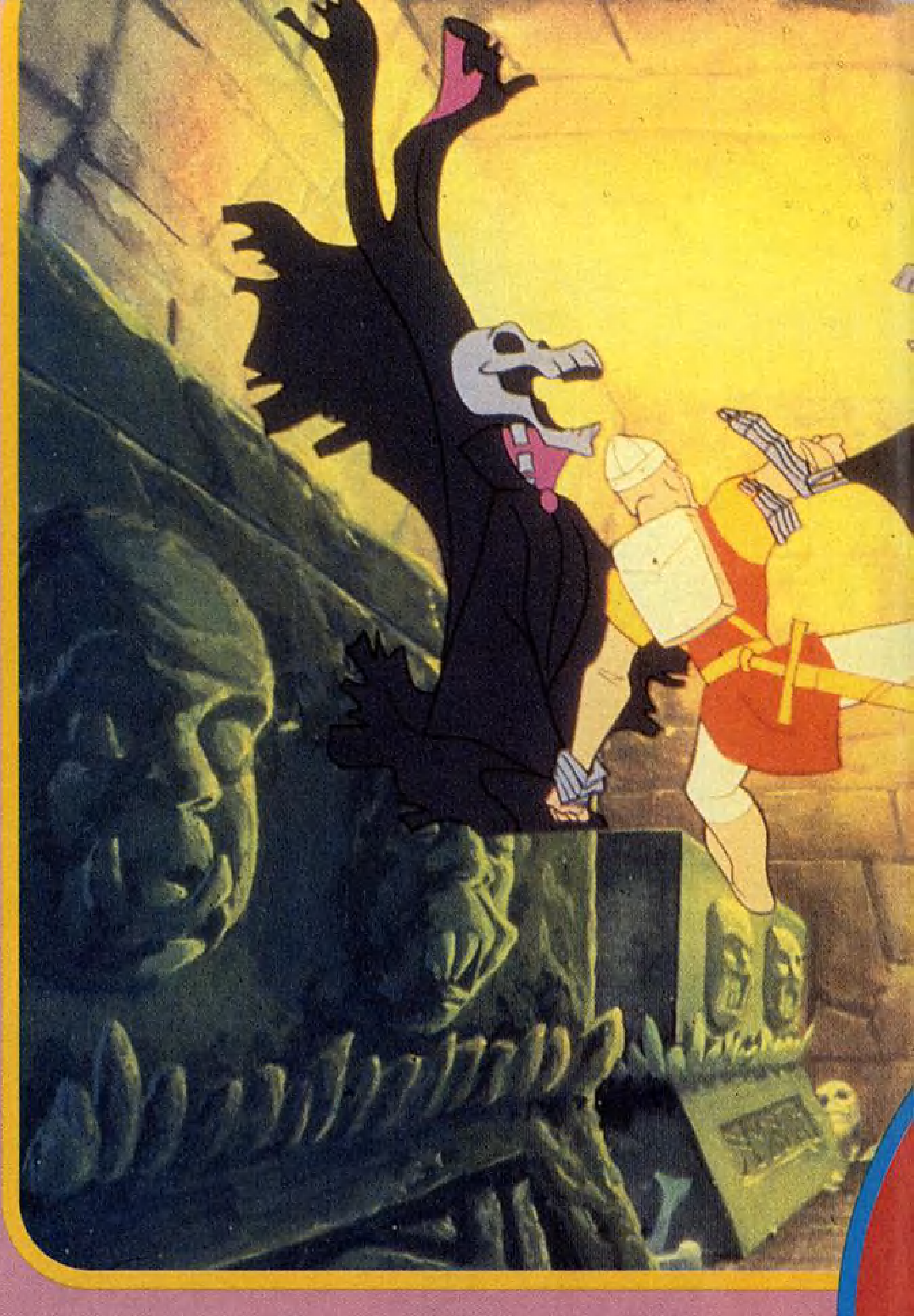
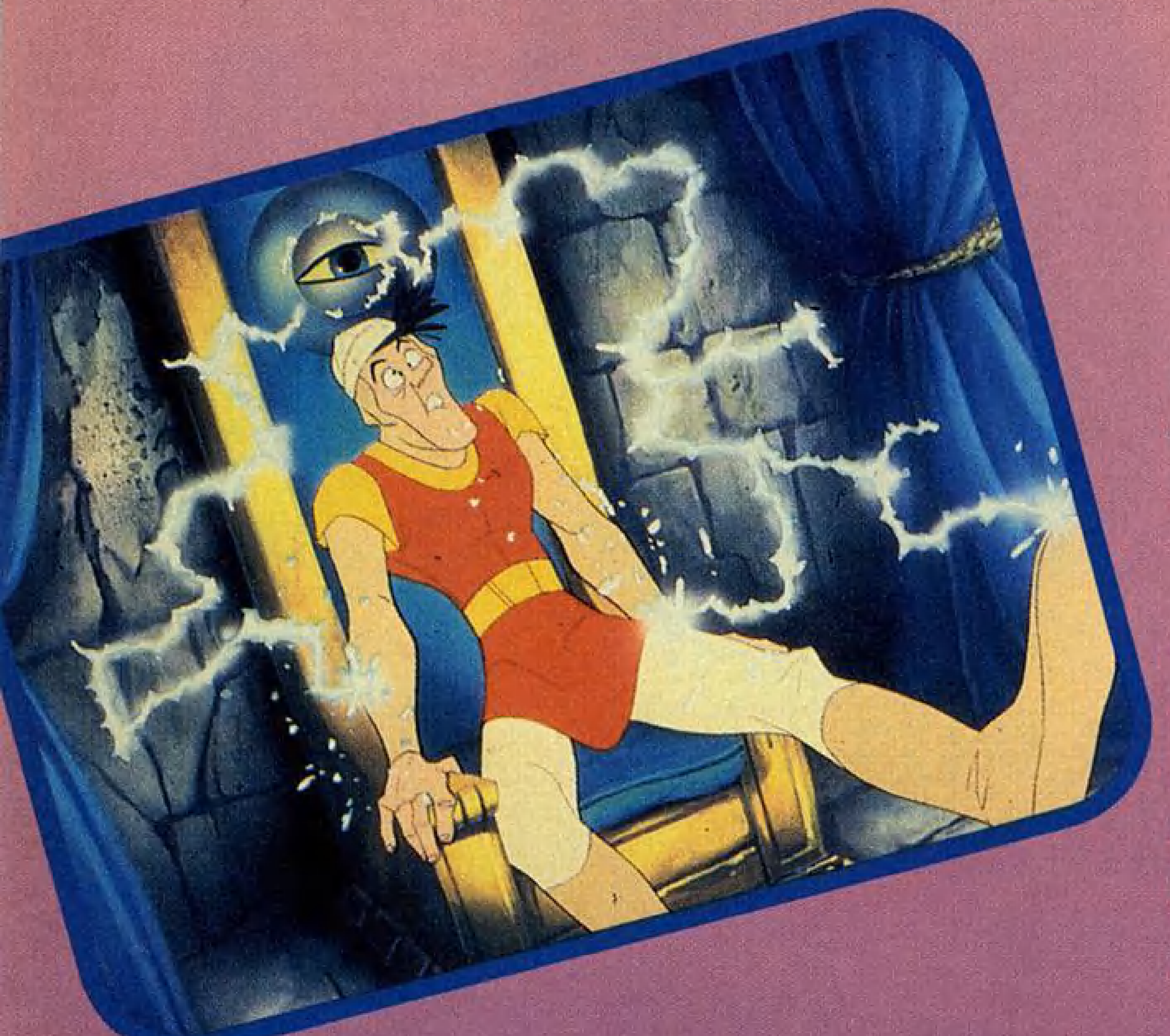
PHILIPS MEDIA

MAT TOOR tackles the latest incarnation of the arcade classic Dragon's Lair, created by Hollywood animation specialist DON BLUTH

DRAGON'S LAIR



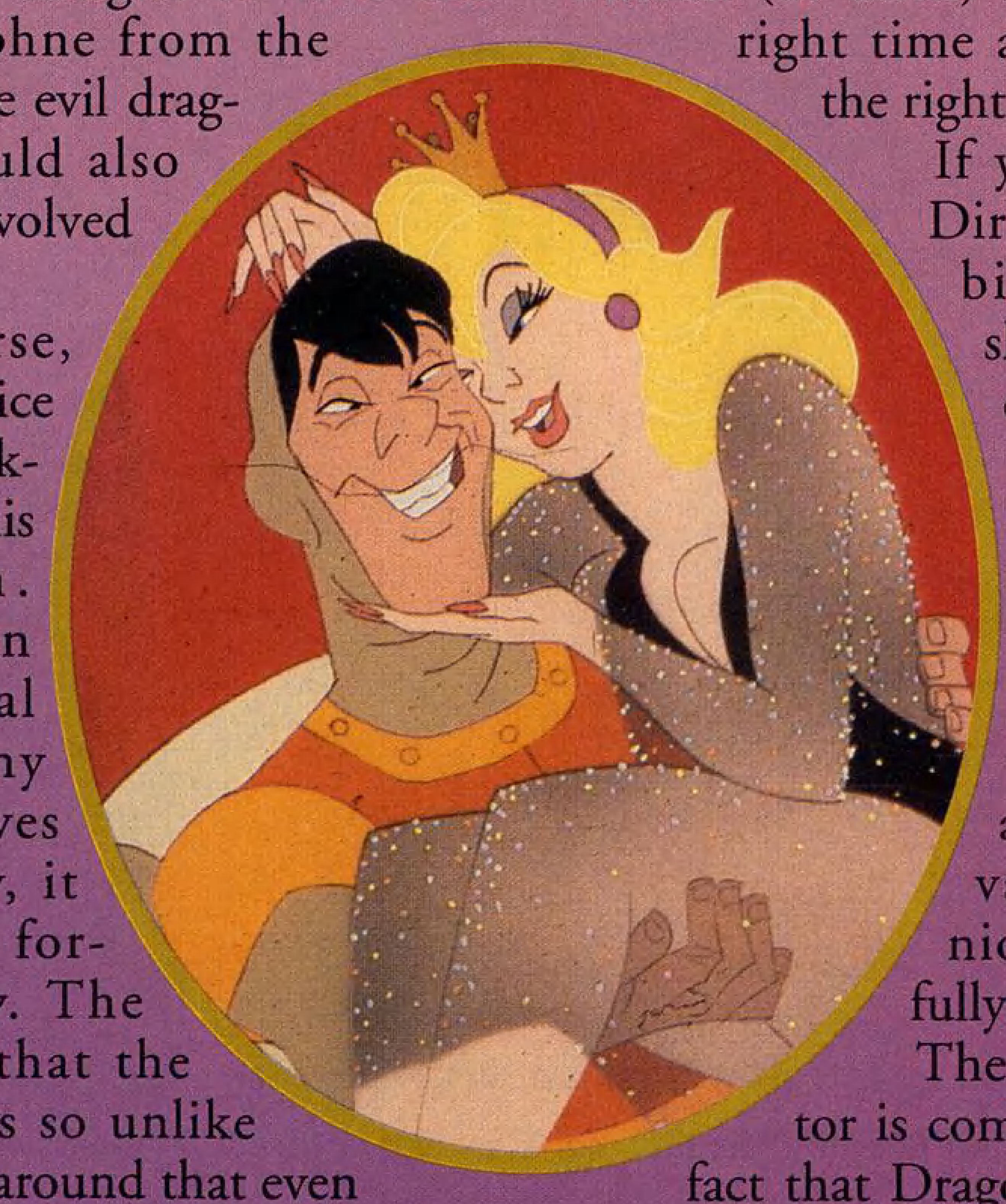


Dragon's Lair. They might just have well titled the game "A Million and One Ways to Die". I sound frustrated? I am frustrated. Dragon's Lair is a very, very, very frustrating game. Does that mean it's no good? Well, no, so read on.

For those who've been in a coma for the last decade, a few words on what this Dragon's Lair business is all about. The game first surfaced in the early 1980s and caused a big splash at the time because it was the first arcade game to use a LaserDisc player rather than a computer to generate its graphics and sound.

The advantage was that the machine produced visuals and a soundtrack that knocked the spots off the blocky sprites and blippy sound effects of rival arcade machines. We were talking broadcast TV standard. And the program it was showing was a specially commissioned animated movie created by the former Disney wunderkind Don Bluth.

Of course, this wasn't just an ordinary - albeit beautifully animated - cartoon. It was the world's first interactive movie! You could not only watch as the gangling warrior knight Dirk the Daring diced with death as he sought to free the Princess Daphne from the clutches of the evil dragon - you could also (gasp!) get involved in the action.



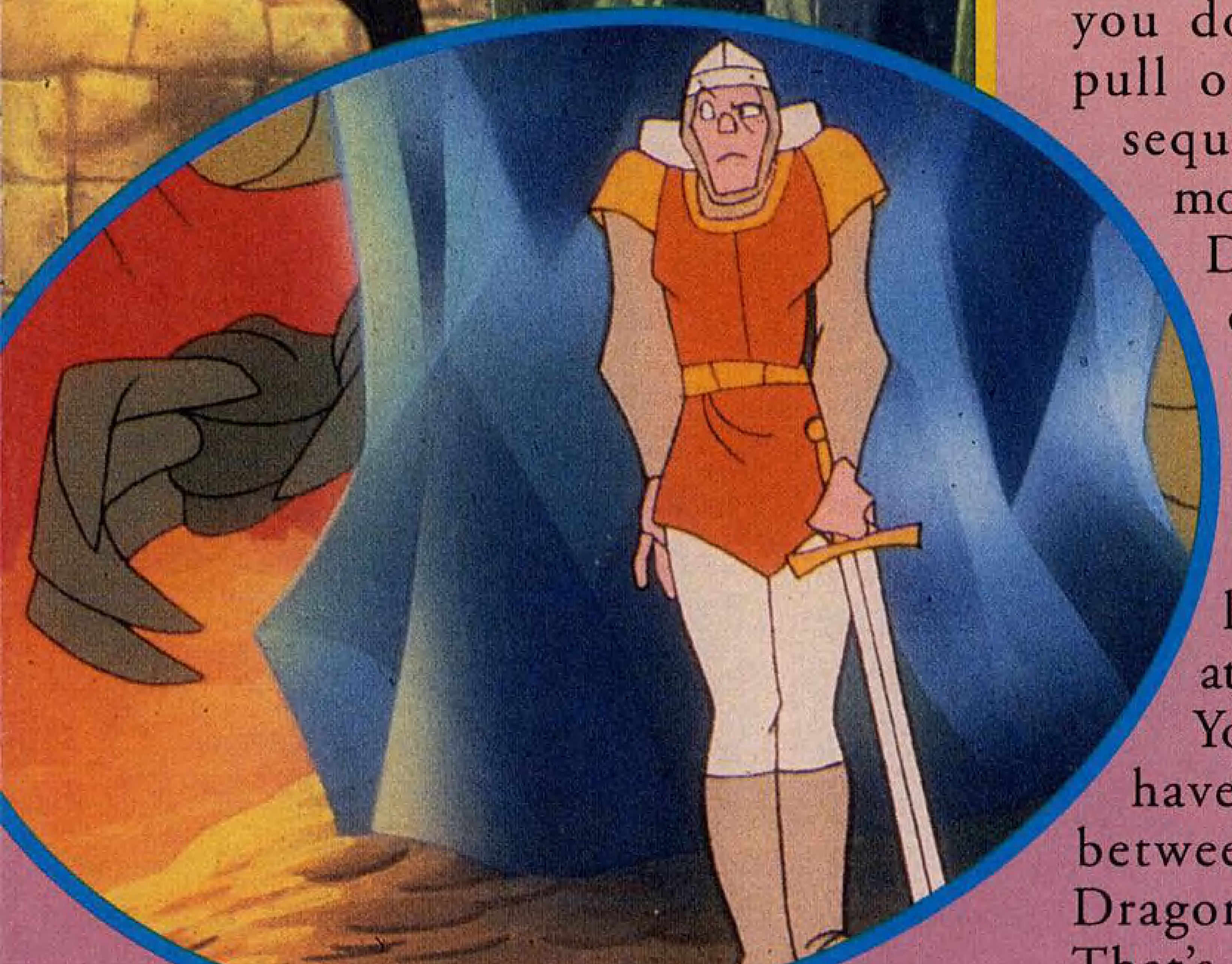
Of course, there was a price to pay for taking part in this revolution. The first was in pure fiscal terms. If my memory serves me correctly, it cost a small fortune to play. The second was that the gameplay was so unlike anything else around that even hardened arcade addicts found it incredibly tough.

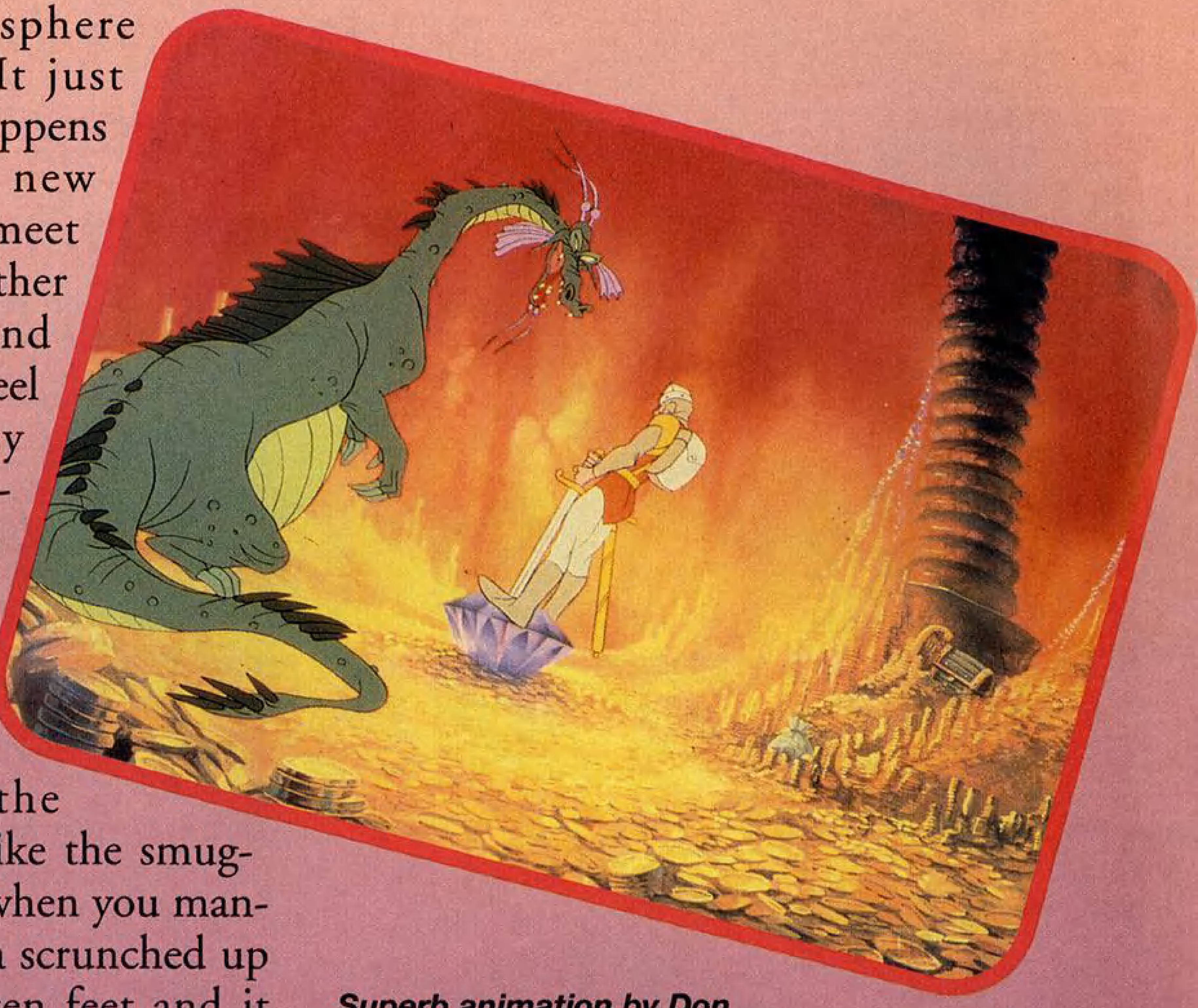
Why so tough? Well, the problem with spooling gameplay as pre-configured sound and visuals from a disc is that the interactive element has to be compromised. After all, it takes years of man hours to produce a totally linear animated feature film with no interaction whatsoever.

So Dragon's Lair was constructed as a series of episodes joined by interactive links where the player must defeat a monster or avoid a trap by hitting the joystick or fire button (or both) at precisely the right time and in precisely the right direction.

If you do it right, Dirk whips out his big sword and slices up the baddies, or jumps from mortal danger into safety. But more often than not, you watch helplessly as Dirk dies in a variety of ingenious and beautifully animated ways.

The frustration factor is compounded by the fact that Dragon's Lair is not a game with a smooth difficulty curve - it starts off tough and gets tougher. There are no skills to learn as such. It's simply a matter of trial and error. Watch out, there's a funny flaming sword! Pull back the joystick... aaar-





Superb animation by Don Bluth brings a new degree of realism to the game. You won't get better picture quality on any other system

rrgh!...Watch out, there's a flaming sword! Push the joystick to the left...aaarrrgh!...then to the right...aaarrrgh! And so on until you happen upon the right option, more often by accident than design.

That said, there are scenes where there is a tangible link between your choice of options and the dangers Kirk faces. One example is when Dirk mounts a magical horse and it flies off, leaving you to avoid instant death by moving the joystick right or left. That is a scene which plays with the same level of involvement as a "real" video game, with the bonus of perfect visuals and sound.

But carping about the level of involvement in the game as a whole is probably missing the point. Because the more I played Dragon's Lair, the more frustrated I became - BUT THE MORE I KEPT ON PLAYING.

That is an important point, because while the logical left hemisphere of your brain tells you this is a stupid, arbitrary game, the touchy-feely right hemisphere couldn't care less. It just wants to see what happens next, to discover new scenes, to see Dirk meet his maker in yet another ridiculous fashion.And the satisfaction you feel when - whether by luck or judgement - you do manage to pull off the right sequence of moves and save Dirk's life borders on the ridiculous. (Like the smugness you feel when you manage to throw a scrunched up bit of paper ten feet and it lands in the bin at the first attempt).

You may have noticed that I haven't made any distinctions between the arcade version of Dragon's Lair and the CDi one. That's because there are none to speak of. The Digital Video cartridge once again delivers the audio visual goods in spades. Ten years on, Don Bluth's animation can still make you drool uncontrollably.

If anything, disc accessing on CDi seems faster than the arcade version: so the delay between you doing something with the controls and Dirk doing something on screen is almost imperceptible, making the game seem more "interactive" and the whole experience more enjoyable.

So is Dragon's Lair any good? Gut instinct tells you it can't be. That it isn't a real video game. That you are more of a spectator than a participant. That skill doesn't come into it. The trouble is, I'm still playing it even though I've finished writing this review. It's a funny old world, isn't it?

Produced by Superclub ICDI

RATINGS

Graphics:	**93%**
Sound:	**93%**
Interactivity:	**67%**
Overall:	**88%**

Cost: $49.98 Out: Now

CDi fans have keen crying out for a good old fashioned beat'-em-up. Help is at hand, as ANDY STOUT explains

MUTANT RAMPAGE

Violence on CDi has been rather a scarce commodity so far. Yes, it's all very nice to watch polygons twist and rotate on the screen or wade through some rather fancy Digital Video animation. It may be thrilling and wonderful to smack tennis balls over the net, pilot space ships, jump platforms, or solve murder mysteries in spooky mansions, but it doesn't have much of a body count does it?

Body count though, as rapper Ice-T once said, is now well and truly in the house.

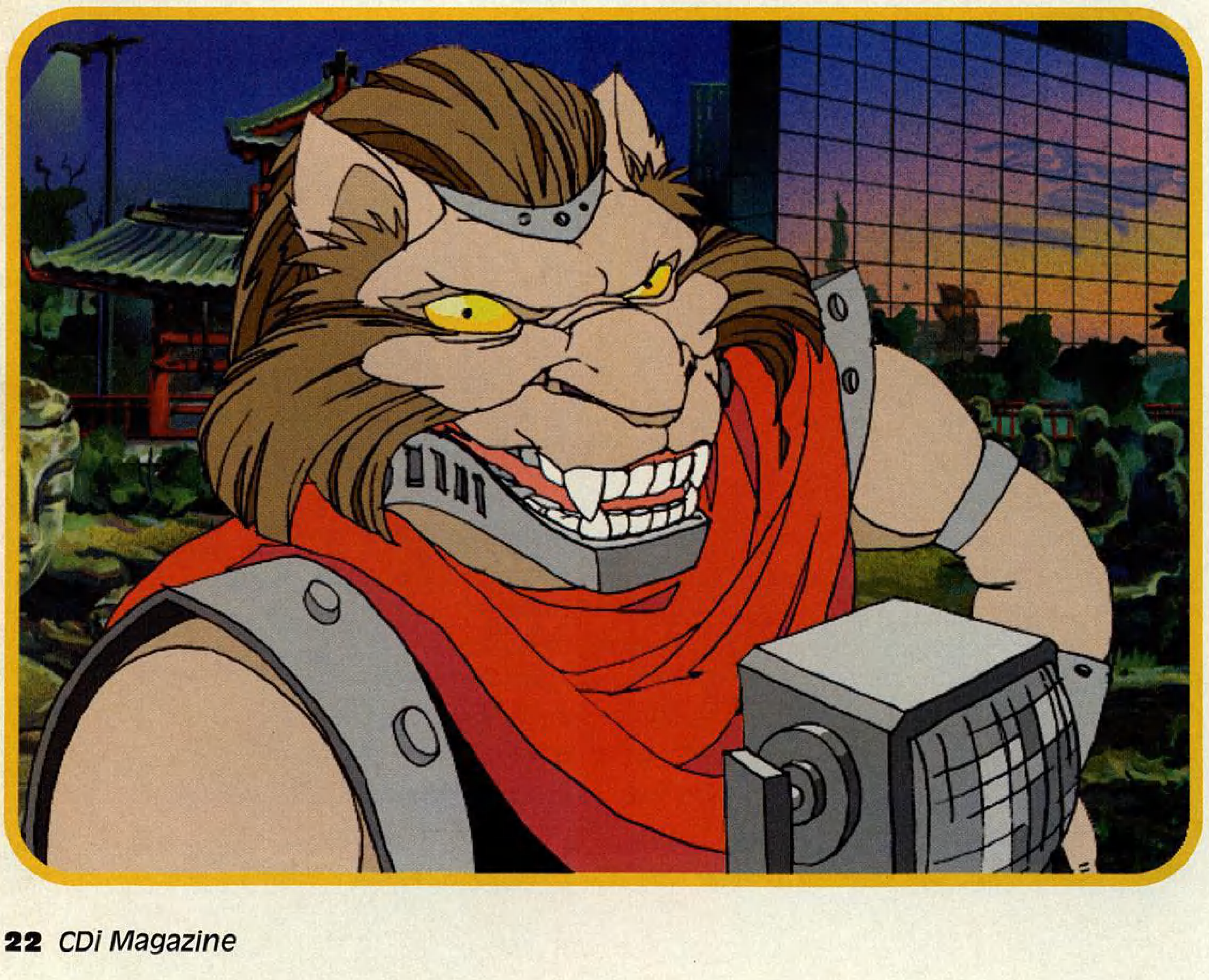
Mutant Rampage is probably the first real explosion of violent, senseless death on CDi. Okay, so you could count Caesars World Of Boxing as weighing in on the being vicious to people who take steroids front, but that's not really the same. That had rules.

This game completely fails to have any rules whatsoever; just lots of smacking people round the chops with your feet, hands, elbows, or whatever bit of handy building material you can find lying around. Lots of Mortal Kombat-style globs of pixelated blood flying round the screen. Educational? Errr, well, not exactly. Good fun though.

As you would expect from all this on-screen, scrolling mayhem, the plot is rather superfluous to the whole thing. Mutant Rampage is set in a post-apocalyptic world where the bombs have gone off, society's disintegrated and all that seems to be left are the joys of going round beating up people. As such, you visit ten cities (each with its own team of mutants) and indulge in vast amounts of testosterone-fueled fiestiness.

One of the joys of scrolling beat-'em-ups like this is that they are so simple to play. It really is just a case of picking up the joypad, working out which button makes you jump and which makes you lash out and that's basically it. That doesn't make the game unchallenging, though. There might be a tendency to degenerate into button-stabbing mode at times (especially when you tend to get surrounded by four or five of the enemy on a regular basis), but the action is fast and adrenalin-stuffed enough to dispel any feelings of monotony.

The format is roughly the same as games that have appeared on other platforms (most notably the Streets Of Rage series on the Sega Mega Drive). The screen scrolls from left to right, with a certain number of bad guys who must be dispatched with gusto before you can move on. Kicks and punches are simple, with none of the complicated button gymnastics that the standard beat-'em-up requires, though it's important to remember to play to your



team's particular strengths.

Your team has three members and each member has different attributes. Daemon Stone (who must have taken serious amounts of horse steroids at some point in his life to get muscles like that) is powerful enough to inflict huge amounts of damage on the opposition, but is really slow and likely to get pummelled if he doesn't get out of the way quickly enough. Rack Saxxon is a well-rounded player (average speed, average power), but Tory Swift - a rather tough looking female - is probably the best fighter. She's very quick and, though each punch or kick doesn't inflict that much damage, Tory's limbs can go into a blur of frenzied violence.

Ever so often, the on-screen objects that you knock over to reveal food or drink to charge your power bar contain a tag button. Stand on this and press fire to call one of your buddies into the fray. This is useful, depending on who you're up against. Stone is rather handy against one big, powerful opponent; Tory is good against a handful of weaker ones.

RATINGS

Graphics: 95%

Sound: 88%

Interactivity: 90%

Overall: 90%

Cost: $49.98 **Out: September**

And that's the gameplay. We will not, you understand, be publishing a complete solution to this one in the future.

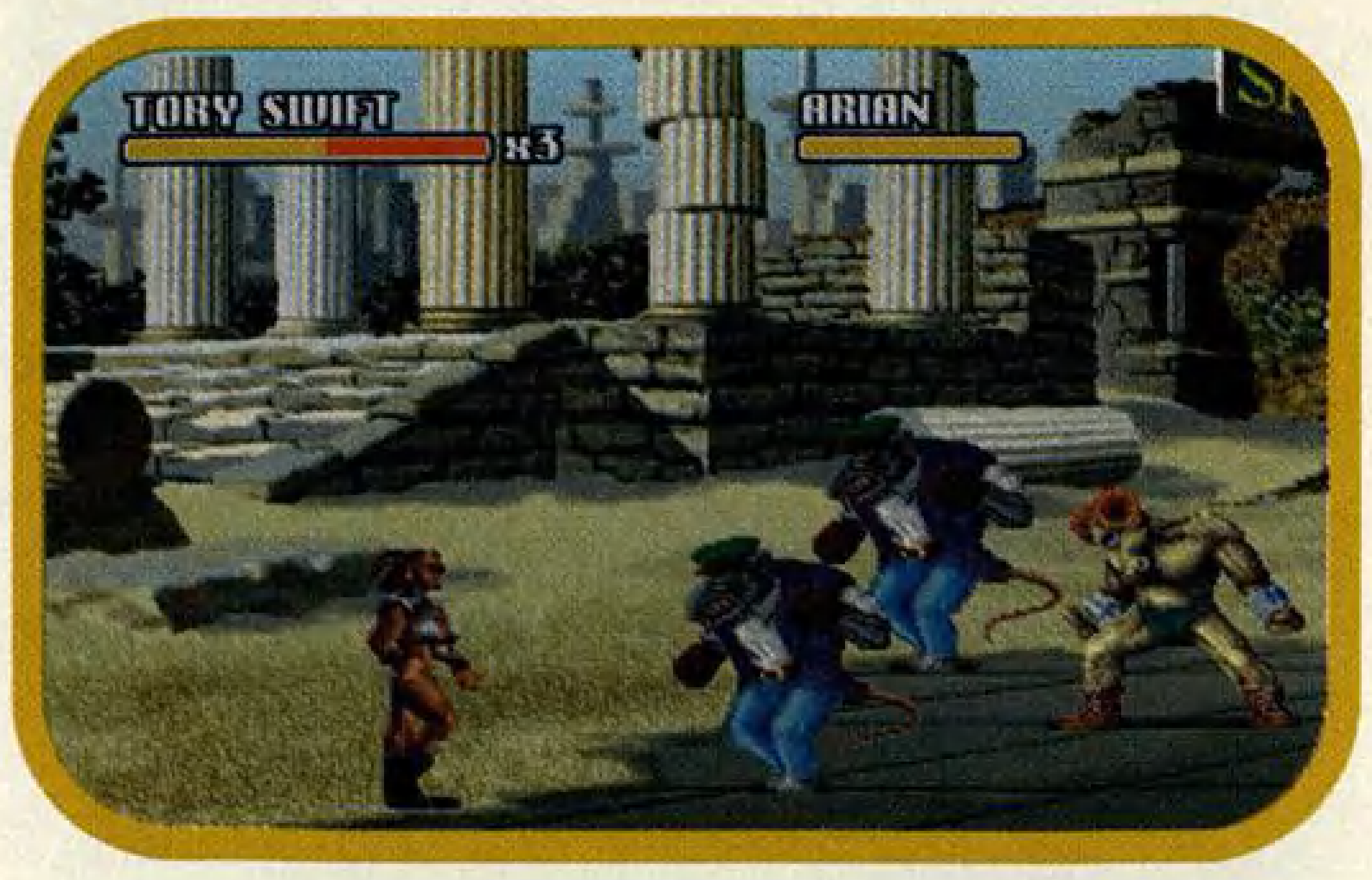
But if that sounds slightly dismissive of the whole game, just contemplate the backgrounds. Admittedly, the sprite animation looks a couple of years out of date and doesn't really come close to maximizing the CDi's full potential, but these backgrounds are really sumptuous.

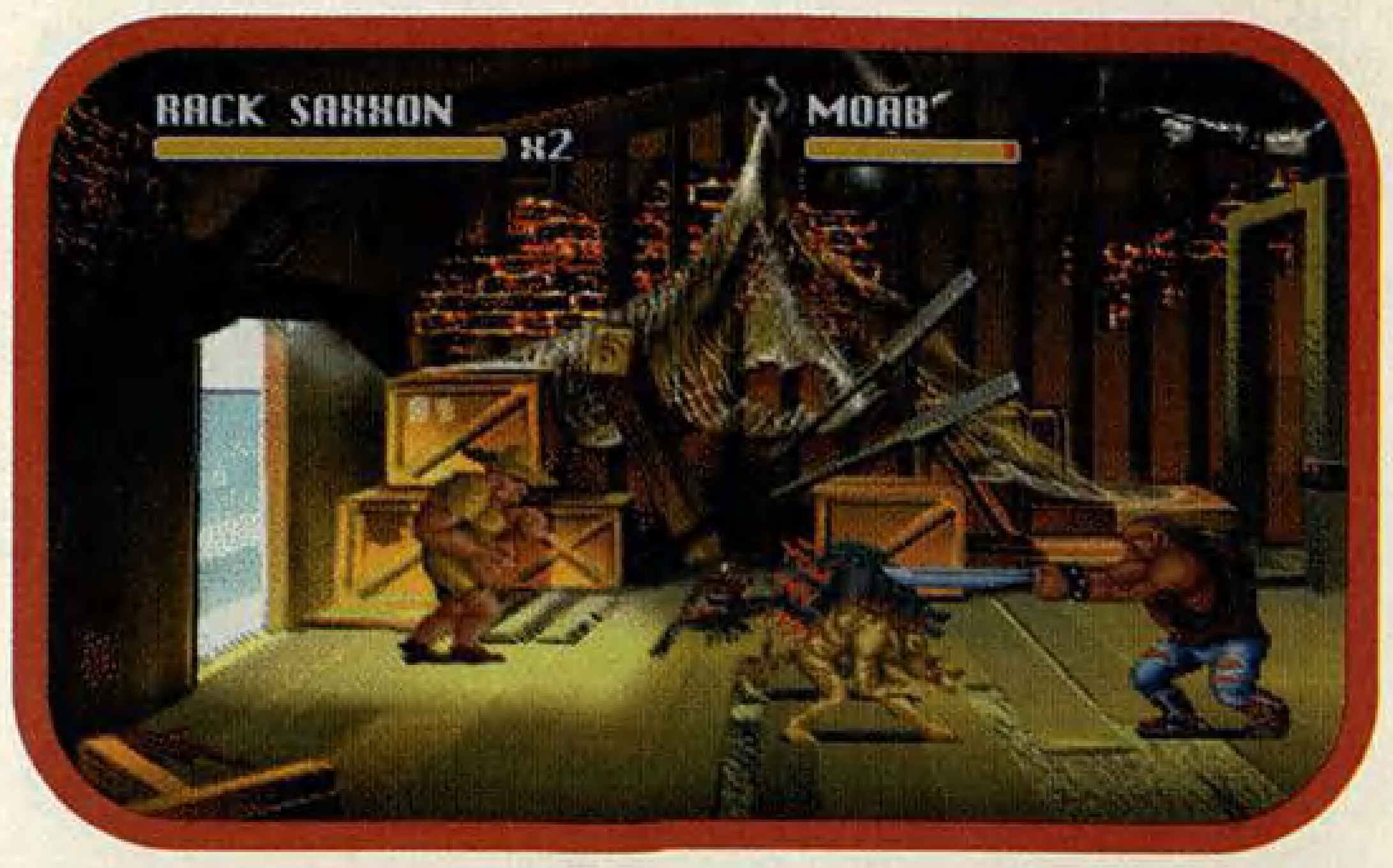
They actually look blasted by obscene amounts of radiation and bathed in nuclear fireballs, and add an extraordinary amount of atmosphere to the whole game. And the final version of the disc will have full-screen animation to boot.

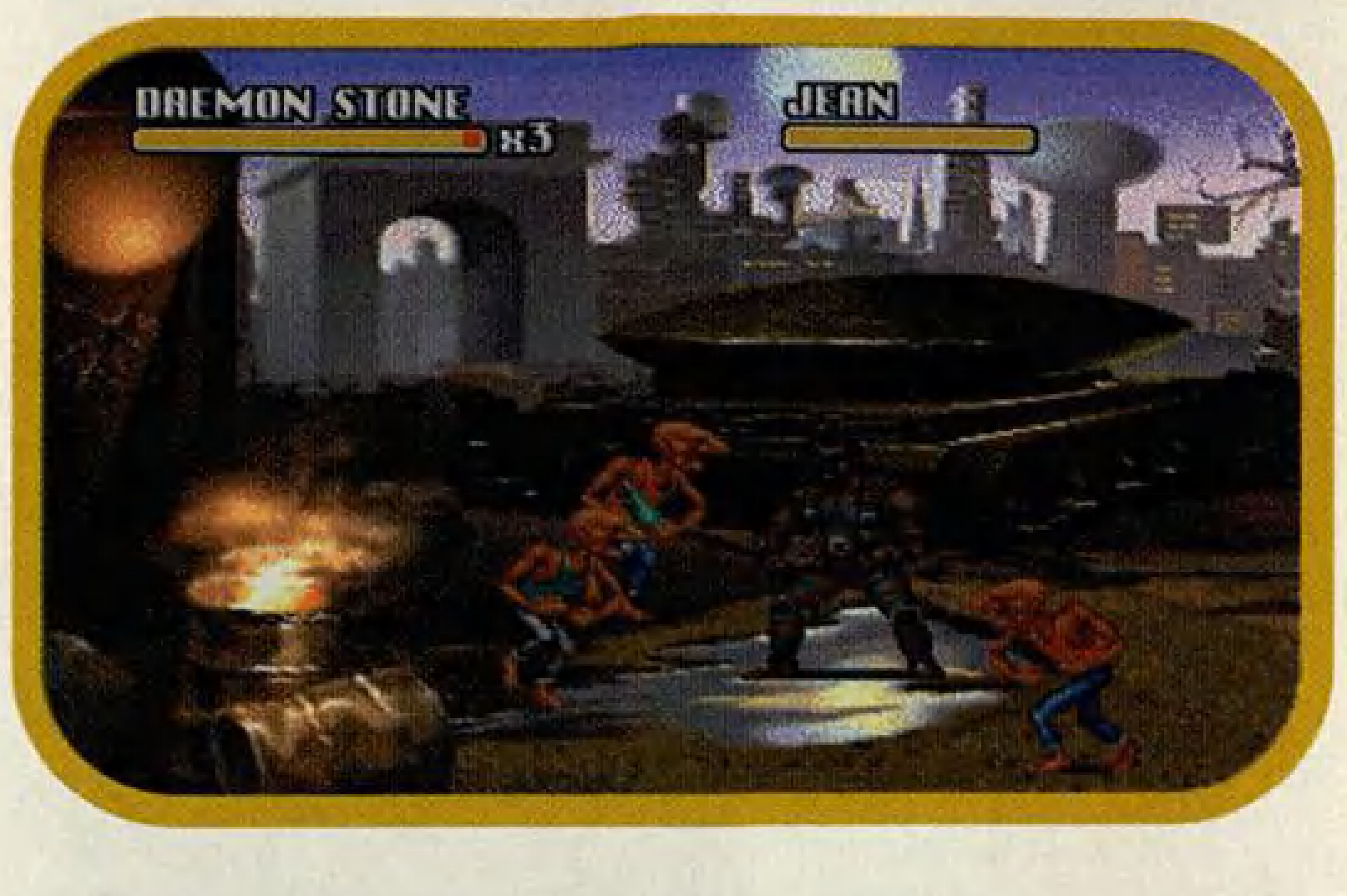
Okay, so it's a bit annoying to be admiring some detail of the urban hell you're fighting in and then getting a foot slammed in your gut 'cos you haven't been paying attention, but compared to some of the half-hearted dross out there, the odd kidney-punch to your team is worth it.

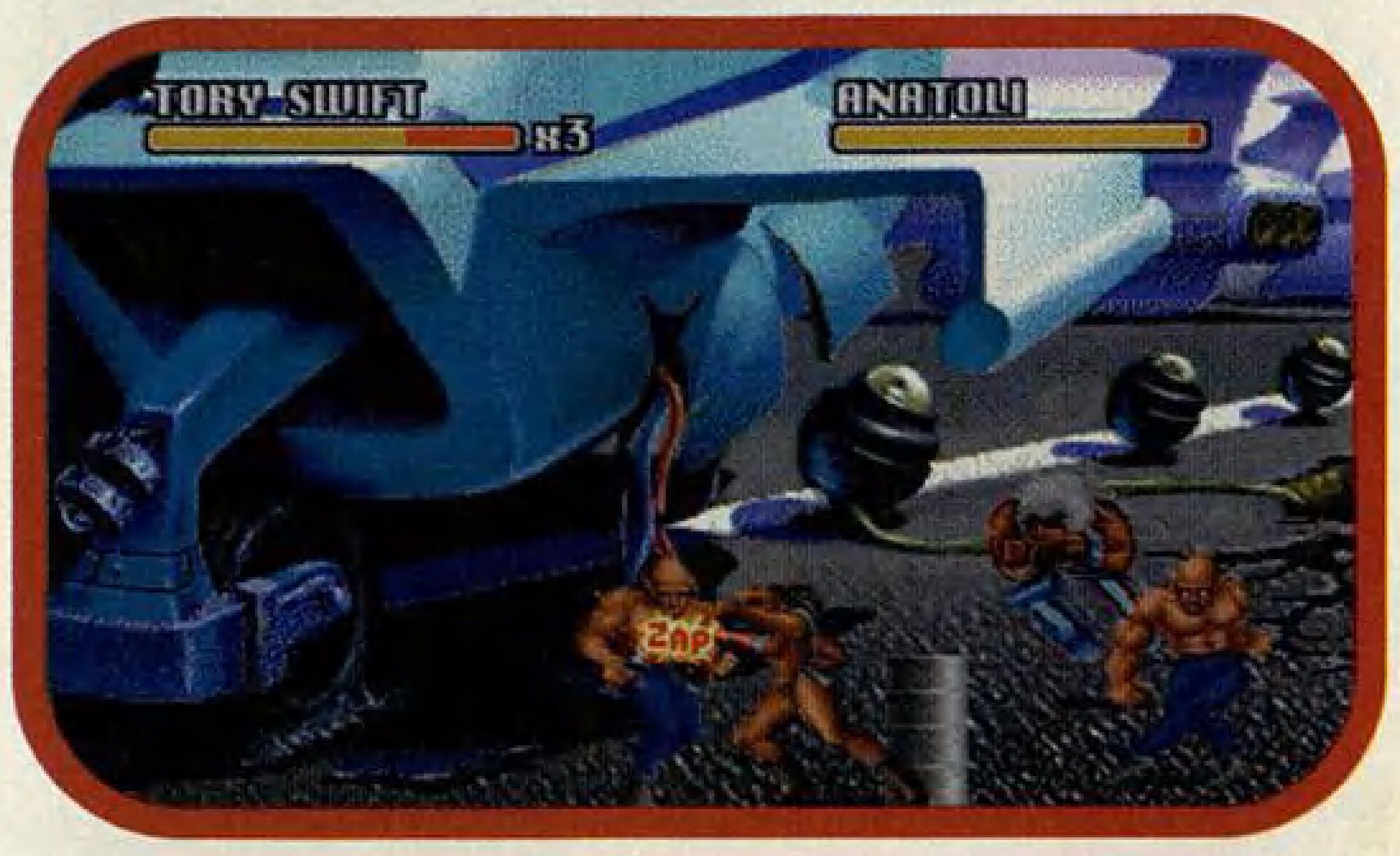
Brilliant, Mutant Rampage isn't. An enjoyable, dumb and bloodthirsty game it most certainly is. It will keep you happily entertained for hours. The CDi's bodycount has just increased dramatically.

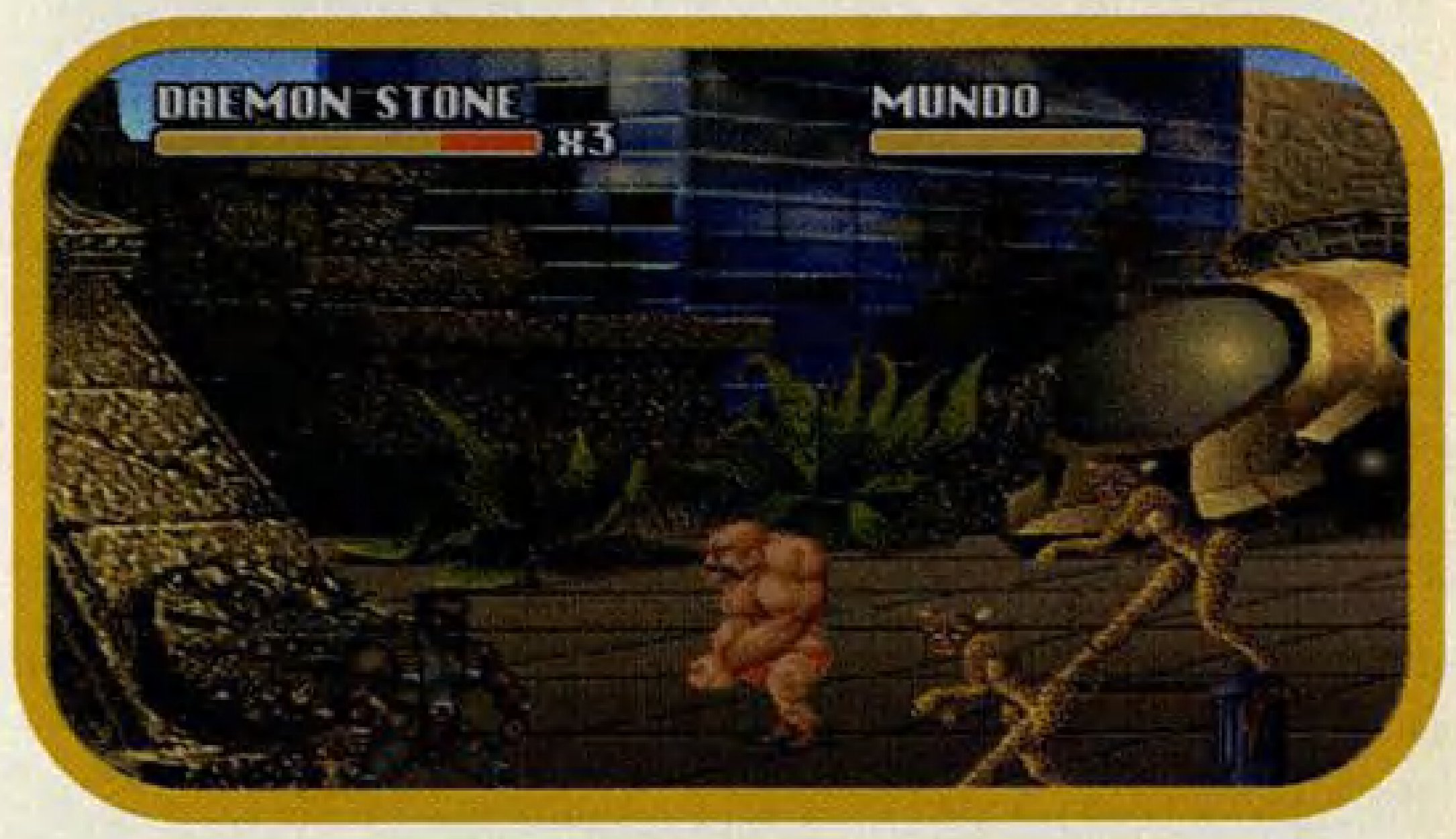
Produced by Animation Magic



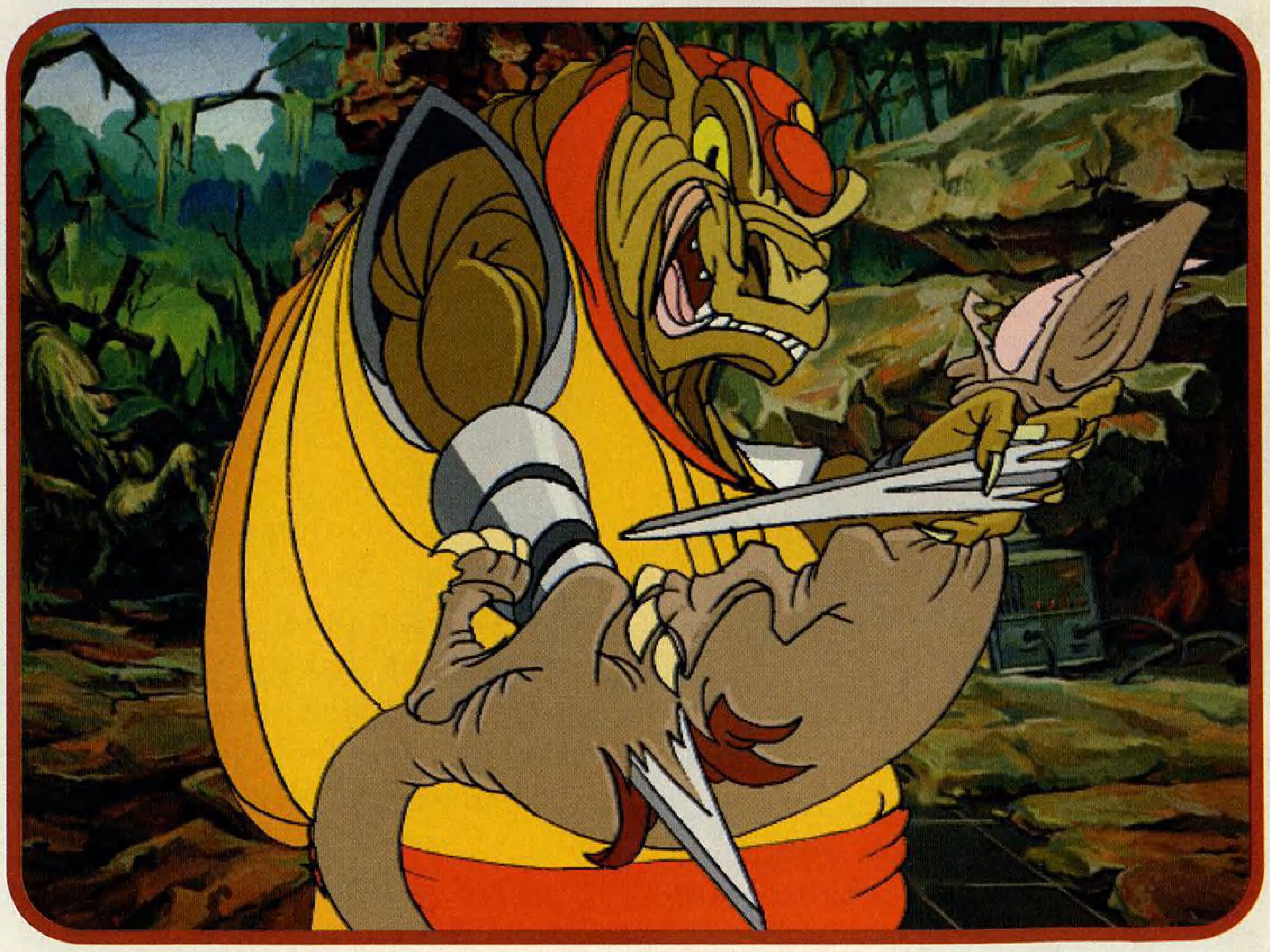






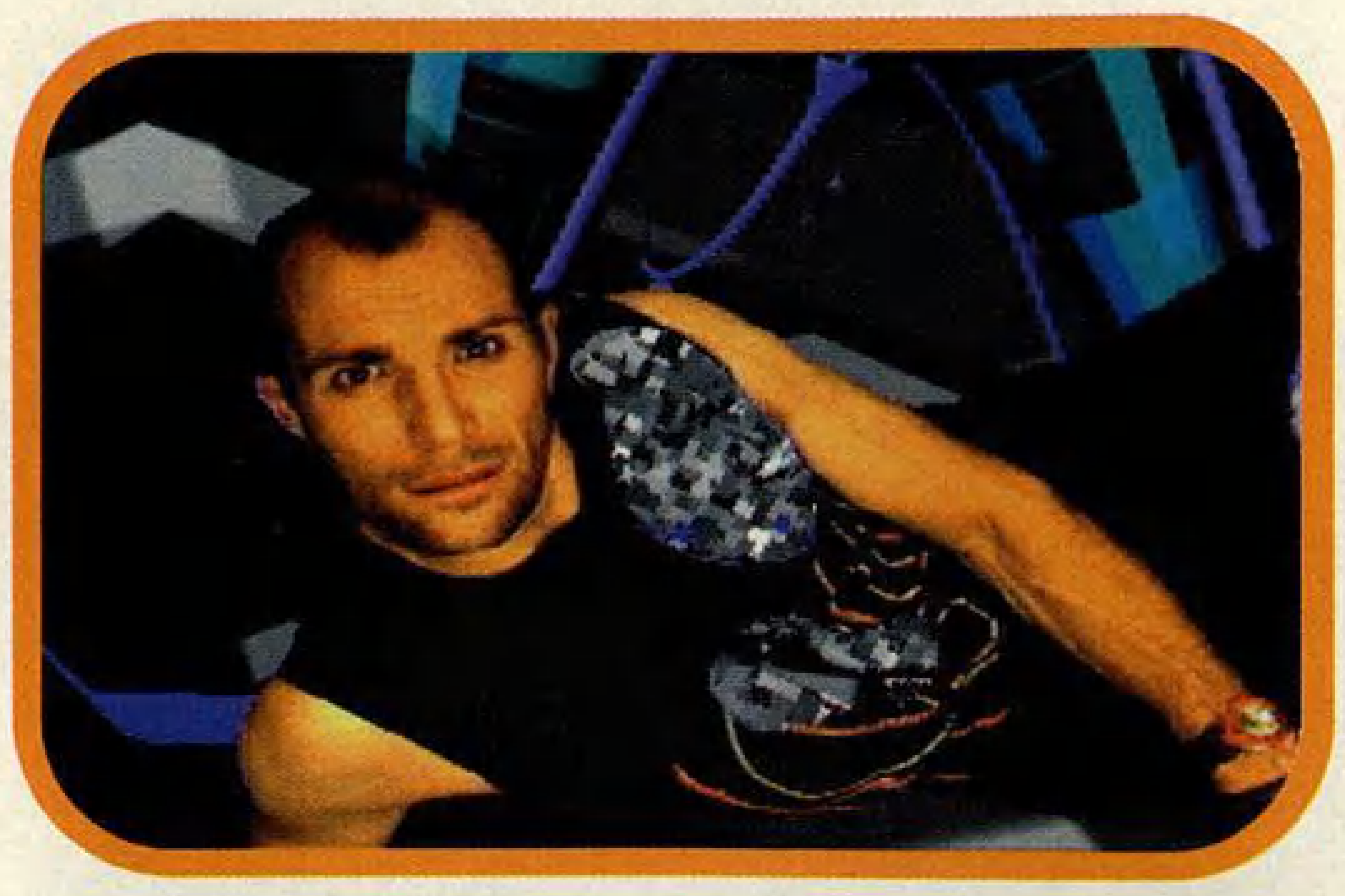


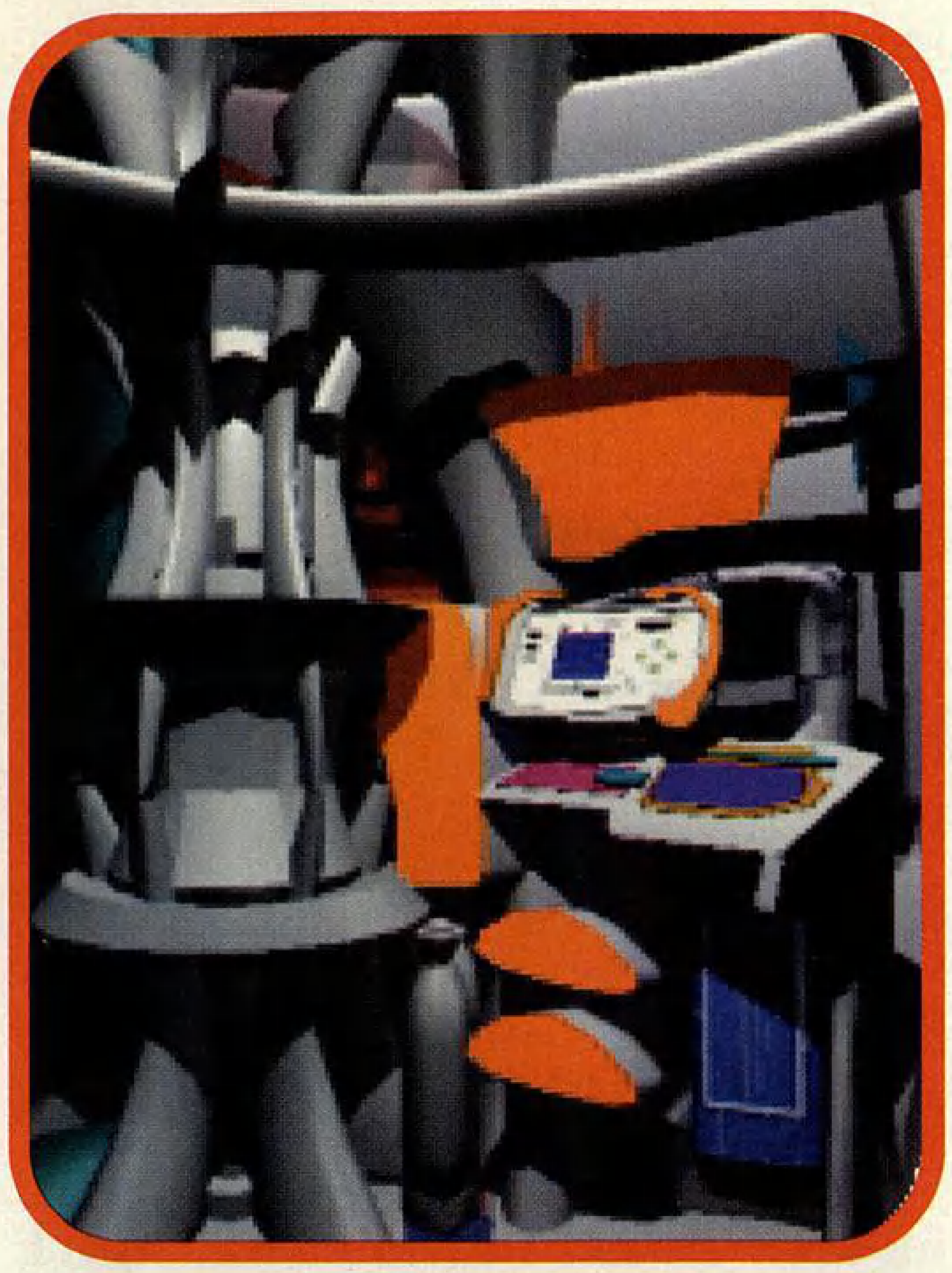
Right: an assortment of the various dangerous characters you will meet along the way

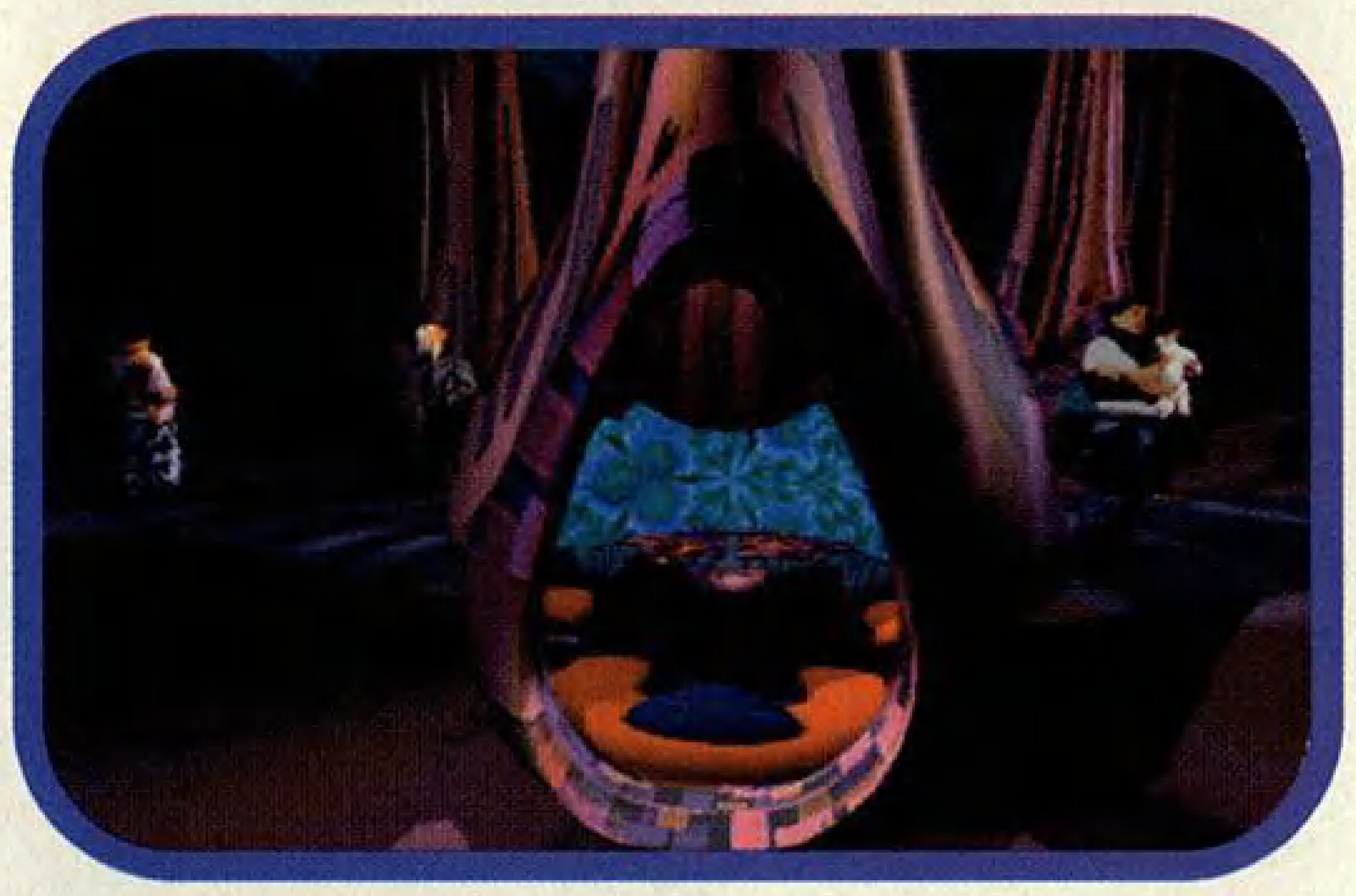


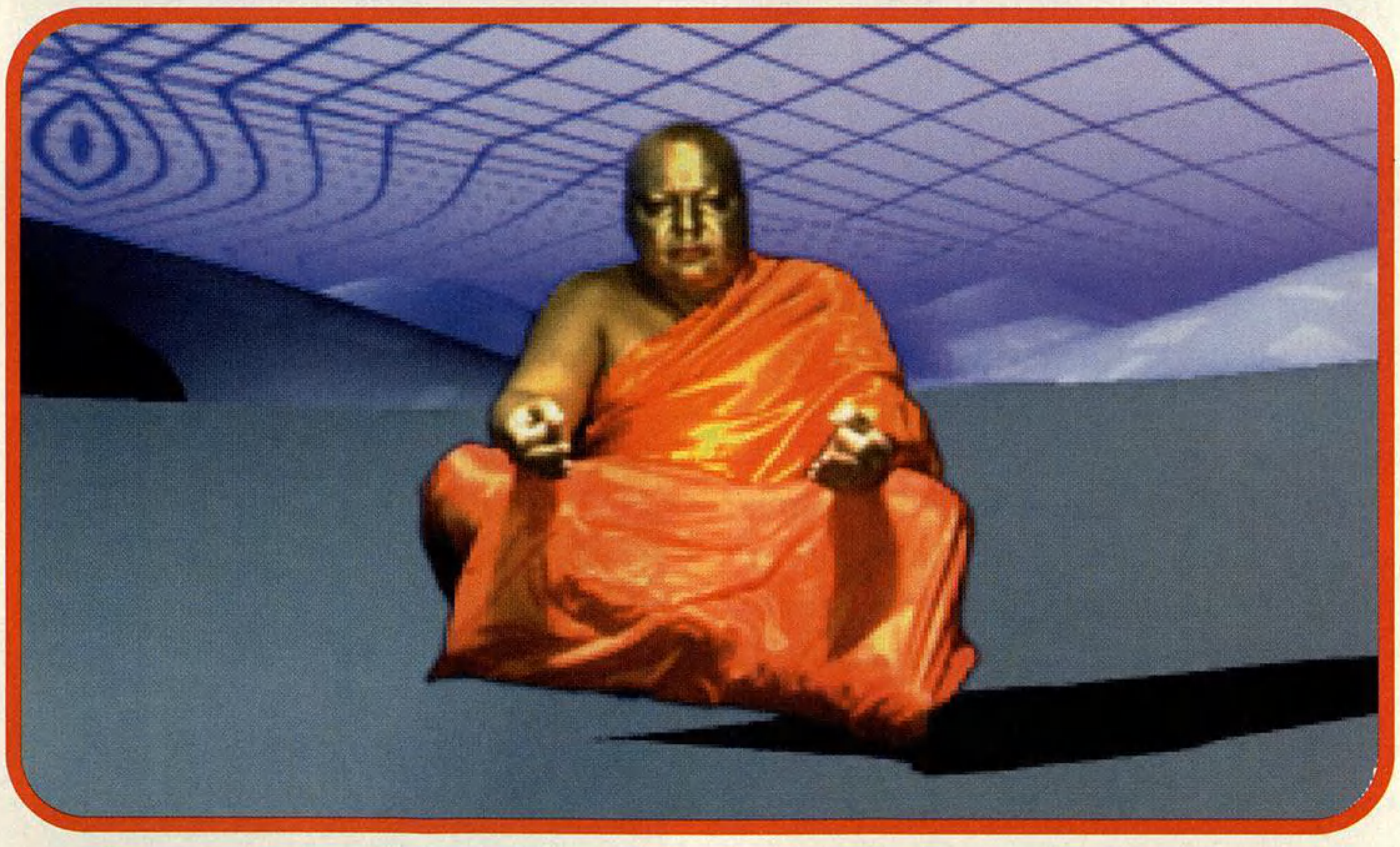
Burn:Cycle promises to be the hottest game on CDi this fall. Andy Clough previews this cyberpunk adventure

BURN CYCLE









Burn:Cycle is set in the year 2043, in the largest city in the world. You are plunged into a futuristic world full of old human motives: greed, madness, treachery, and virtual reality.

This is an odyssey into one man's mind. "Cutter" is a data thief and for 20,000 Nigerian Rand he can get in and out of anywhere, even the largest Transnational in the world. At least that is the theory.

During a robbery, Cutter is knocked unconscious from a power surge and awakes to find his brain has been downloaded with the Burn: Cycle, a deadly computer virus that will corrode his mind like battery acid.

The future is an exciting place to live, but 24 hours is a short time to live it in. That is all the time Cutter has to discover who set him up - and, more importantly, why.

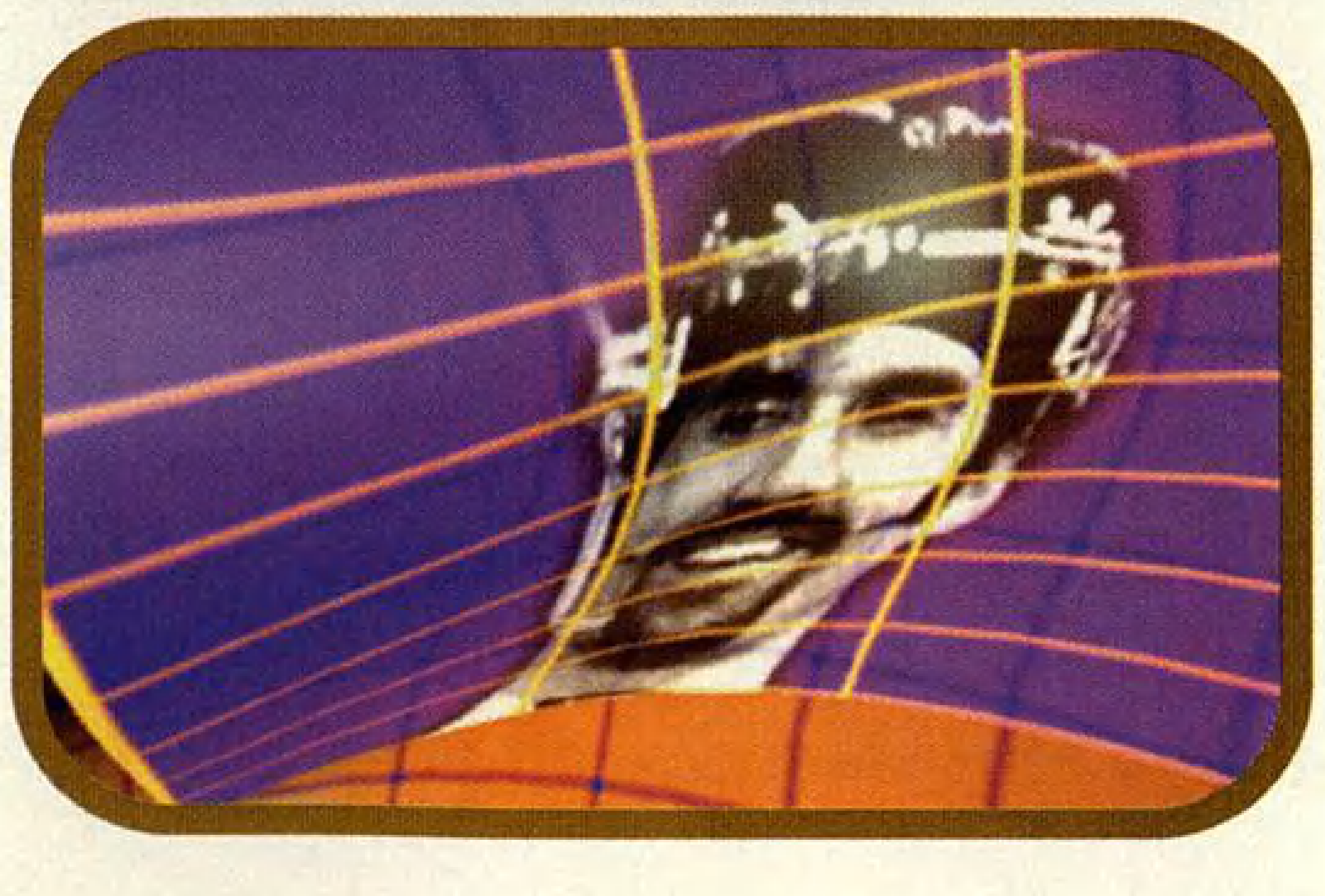
Awakened by the scream of security sirens, Cutter comes too in the heart of the Softech Corporation. The player becomes Cutter as you have to shoot, bargain, persuade and plot your way through this futuristic landscape.

Work your contacts in the Sum Zero Bar, wager your life in Psychic Roulette and discover yourself at the Church of Karmic Consciousness. Leave the real world and enter the Televerse as your mind, feelings and thoughts are transferred into pure digital code. Defuse the Burn:Cycle before your memory disintegrates into fragments of code.

Burn:Cycle is an exciting mix of hard-boiled narrative and fast-paced dream logic that fuses storyline with interaction. It blends live actors with advanced computer graphics in an environment that draws the player into a dark, dangerous and utterly real world. This looks likely to be *the* CDi game of the year.

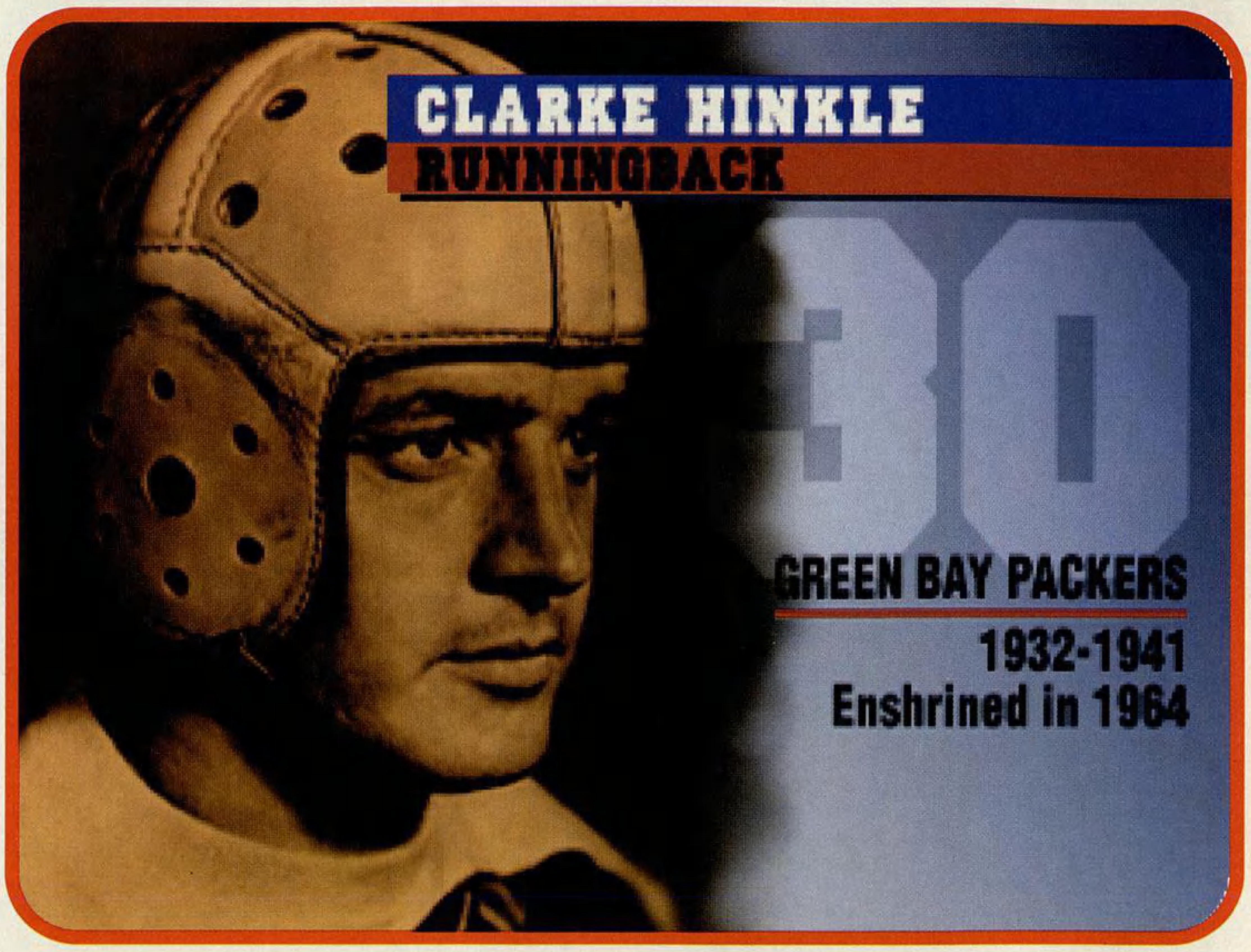
Produced by TripMedia
Cost: TBA Out: October

Burn:Cycle features some of the most stunning visuals ever seen on a CDi game, and is rich in Bladerunner-style atmosphere. Games don't come any better than this one

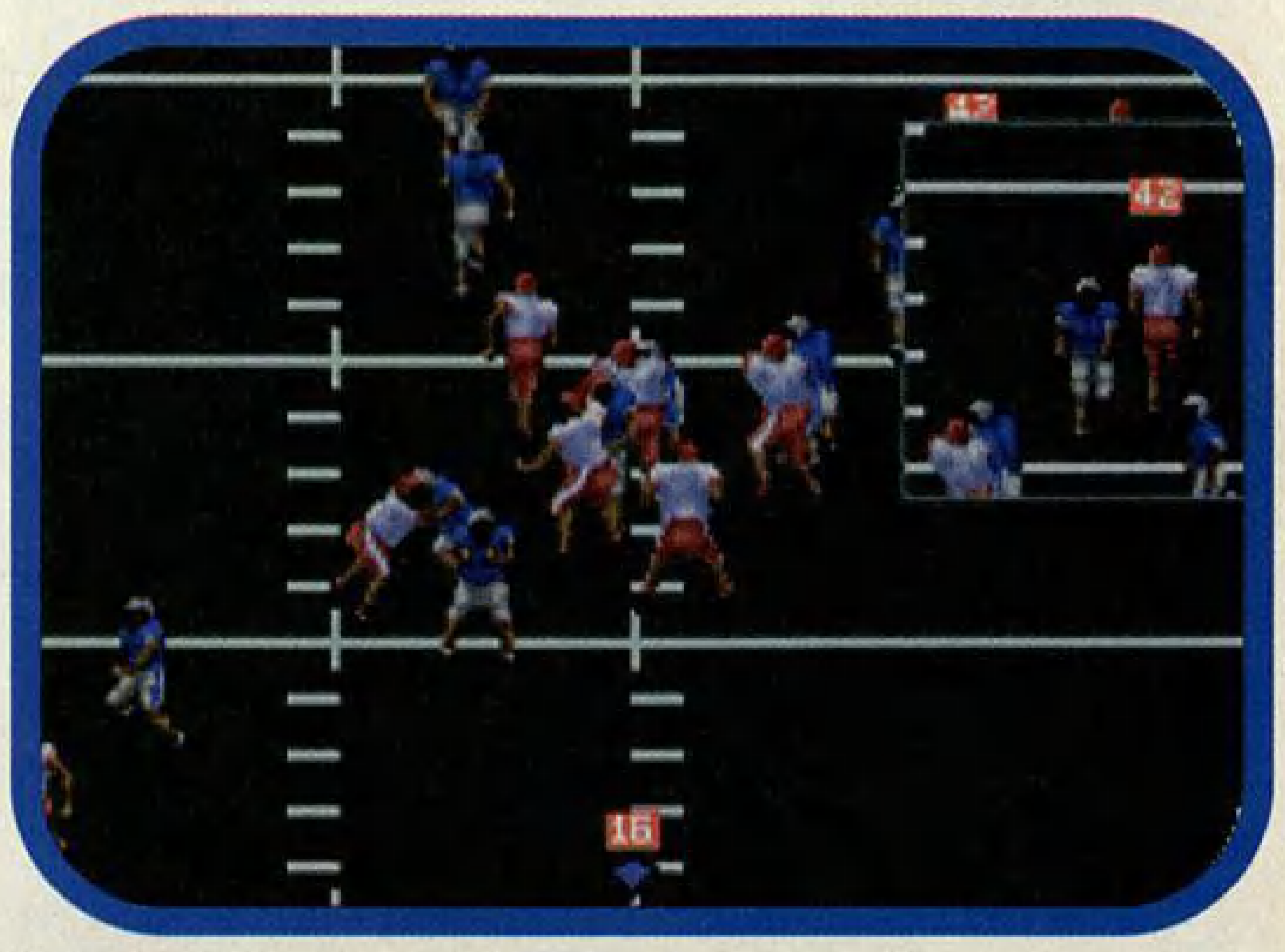


NFL HALL OF FAME

ZACH MESTON takes an early look at the first American football game on CDi



Above: discover the history and stats of every NFL player. Below: the football sim is still in the very early stages of development



NFL Hall of Fame Football is the first CDi title to tackle (bad pun, sorry) the subject of American football, combining a wealth of historical information on the best players in the game's 100 plus year history, with an action simulation of the game itself.

Hall of Fame Football has two separate historical modes. The somewhat redundantly titled Hall of Fame mode gives you the history and stats of every NFL player enshrined in the real NFL Hall of Fame in Canton, Ohio.

A narrator with a suitably gruff American accent informs you of each player's accomplishments; some players also have exceptionally crisp Digital Video sequences of career highlights taken from NFL Films archives. Stat hounds will be overcome with glee at the overwhelming amount of data, but less avid American football fans will be left wishing for more anecdotal history of each player and less number recitation.

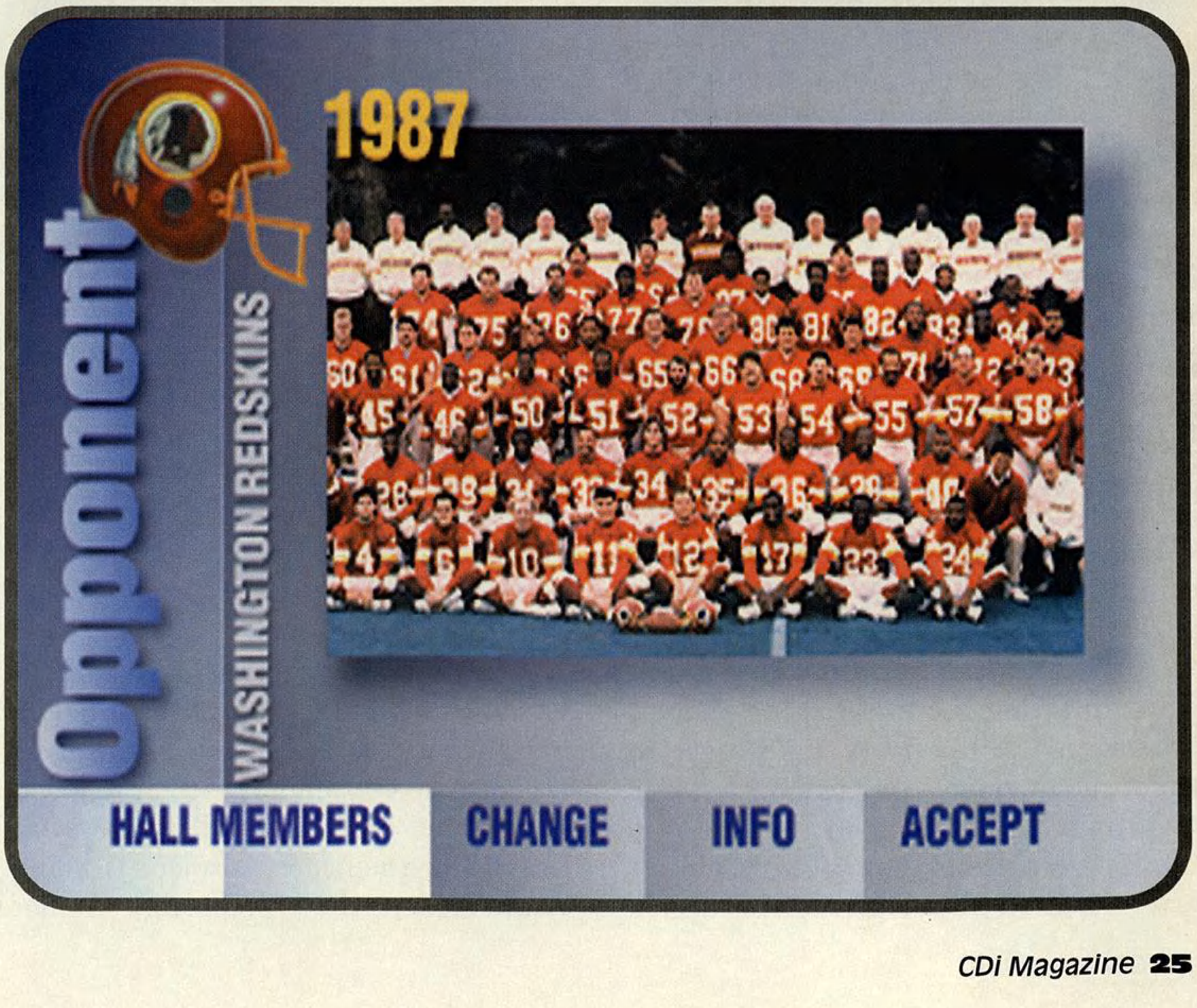
The Hall of Champions mode gives you a peek at 40 of the greatest NFL teams of all time, from the 1920 Akton Pros (who played in the days when men were men and helmets were optional) to the 1972 Miami Dolphins (still the only team in NFL history to go through an entire season without a loss or tie). It's worth scouting each team very closely, because it is from this 40-team pool that you pick a team to control in the football sim.

And speaking of the football sim, there are four modes of play: practice, quick play, exhibition play and league play. Each option is more detailed and involved than in the last. Practice lets you drill on individual offensive and defensive plays; quick play throws you immediately into a game; exhibition play gives you more setup and gameplay options; and league play lets you simulate an entire NFL season.

While the football sim portion of Hall of Fame Football is still in the VERY early stages, the historical sections are practically complete, and they look fantastic. Here's hoping the game plays as good as it looks.

Cost: TBA

Out: October



Left: the Paradise Beach Hotel, Thunder's home base. Right: Hulk Hogan, Chris Lemmon and the crew

Andy Clough takes a trip to Florida to watch the filming of Thunder in Paradise, the popular TV series which will spawn a CDi game next year

THUNDER IN PARADISE

Lights, camera, rolling! The voice of the set manager booms out across the Florida beach. In the distance, Terry "Hulk" Hogan and Chris Lemmon stride towards the camera as they attempt the tenth take of a scene they are filming for their new TV show, Thunder in Paradise.

All around them film crews, sound managers, actors and on-lookers watch as the dastardly duo prepare for the next action sequence. Only this time there is a difference. They are filming the linear, traditional TV episode simultaneously with the interactive game version for CDi. As soon as Greg Bonann has finished directing the linear scene, Robert Weaver of Philips POV takes over to shoot the interactive sequence.

This is TV history in the making. Never before has a program-maker attempted to shoot a traditional TV series at the same time as making an interactive game. The logistics are a complete nightmare.

"We developed the idea for Thunder a couple of years ago," says producer Doug Schwartz. "No-one had done a hot series with a boat before. We wanted a larger-than-life actor for the show, so Hulk was ideal. And we had considerable experience in filming water scenes from Baywatch. We started to talk about doing an interactive version because Michael Berk (co-producer) and Robert Weaver were friends. People said we were mad to try."

The company behind Thunder in Paradise is Berk/Schwartz/Bonann, the producers of Baywatch, which is watched by 400 million people a week. After the phenomenal success of Baywatch, their latest project is being syndicated in the US through Rysher ▶

Background

SCARAB
THUNDER
SEA

Thunder is a sleek 45 foot superboat that out-races, out-shoots and out-maneuvers anything on the seven seas. Nothing can touch this supercharged, high-tech craft as it comes face to face with untold danger.

Thunder barrels over the oceans at 500 mph, traveling from China to Morocco, from England to Japan - all in the blink of an eye. Its mission is to track down the world's most notorious renegades, terrorists and fugitives from justice.

Paradise is the luxurious Paradise Beach Hotel, a white sand, blue skies resort that doubles as the super vessel's home base.

Terry "Hulk" Hogan stars as R J "Hurricane" Spencer, the most decorated Navy SEAL in the history of the service and leader of the Thunder team. At Hurricane's side is fellow ex-navy SEAL, Martin "Bru" Brubaker, played by Chris Lemmon. Bru is smart and tough, a genius inventor who never shirks from responsibility or danger.

On duty, Spence and Bru are the core of the Thunder team. Off duty, Spence has different responsibilities - as the adoptive father of nine year old Jessica Whitaker, played by Ashley Gorrell.

Bru's spare time is taken up by the Scuttlebutt Beach Bar & Grille's gorgeous and provocative manager/bartender Kelly La Rew, a role played by supermodel-turned-actress Carol Alt.

British actor Patrick Macnee stars as Paradise Beach Hotel owner Edward Whitaker, a former SAS agent turned hotelier/entrepreneur.

Entertainment. The interactive version is being produced by Philips POV, the company behind other CDi titles such as Voyeur.

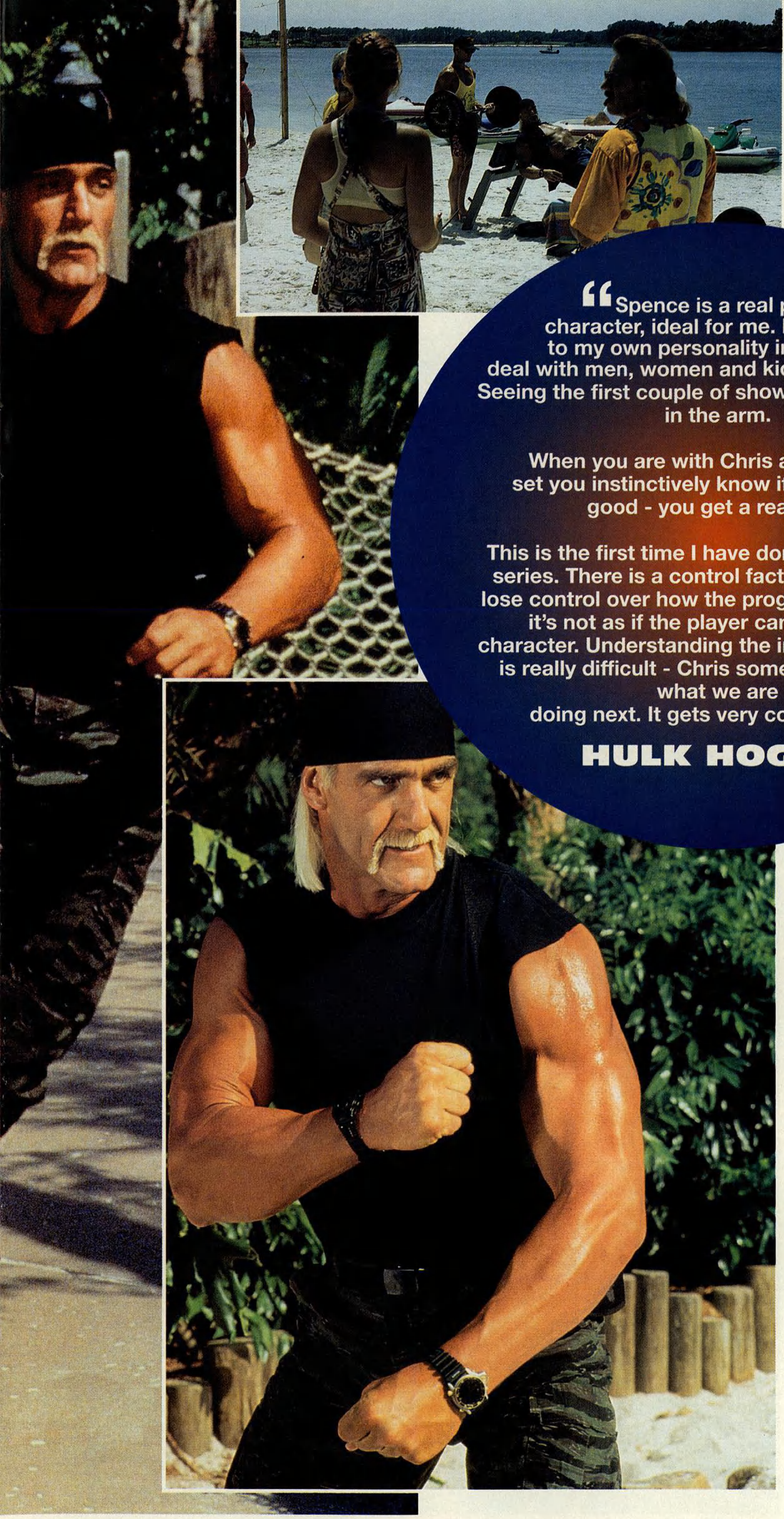
Thunder in Paradise is an exciting mix of Baywatch and Miami Vice. A new episode is filmed every five days on location at Walt Disney World in Orlando, Florida. Each episode costs $1m. The entire Disney site covers 44 square miles, an area bigger than Manhattan. The producers have the Disney/MGM film studios and every location imaginable at their disposal.

The deal with Disney allows each episode to be shot on a different location each week, without ever leaving the Disney World complex. At the Epcot Center on the site, there are miniature representations of a host of different countries, including Britain, Italy, Japan, Norway and France. The advantage for the producers is that they can "travel" to any location they choose without leaving Florida. And visitors to Disney can watch the show as it is being filmed.

Scriptwriter on the project is Tom Greene, who worked with Robert Weaver on the interactive script. Greene says he has three scripts in progress simultaneously: the "mother" script, the linear TV script and the CDi one. The

> "In many ways, Thunder is similar in concept to Star Trek. The heroes in the program are constant, like Captain Kirk and his team, and the boat can go anywhere as the Enterprise does.
>
> I like the buddy role I play with Terry. It took me a year to prepare for it. I had to lose 30lbs and learn martial arts. I have reached red belt standard and am aiming for black belt this summer.
>
> I used to be a 216lb couch potato. Now I am 186lbs. I work out at the gym with Terry every day. My wife feels as if she is going out with a surfer! I never saw myself as an action hero before, but I can't wait to see myself in the interactive version."
>
> **CHRIS LEMMON**

Main picture: Terry "Hulk" Hogan and Chris Lemmon in action. Inset, top: Chris and Terry work out on the beach. Inset, below: would you want to fight against this man?



> "Spence is a real positive character, ideal for me. He is close to my own personality in the way I deal with men, women and kids. It's really fun. Seeing the first couple of shows was a real shot in the arm.
>
> When you are with Chris and Carol on set you instinctively know if something is good - you get a real high.
>
> This is the first time I have done an interactive series. There is a control factor, because you lose control over how the program evolves, but it's not as if the player can change my character. Understanding the interactive scripts is really difficult - Chris sometimes asks me what we are doing next. It gets very confusing."
>
> **HULK HOGAN**

CDi script is 134 pages long for each epsiode, whereas the linear one is just 34 pages. "I have two computers with each screen split in two, 10 different versions of the various scripts and 8x10 cards with plot outlines to work with," says Greene. "I wrote the linear script for The Major and The Minor in two and a half days without sleep. You just have to do it."

The toughest part is keeping the action in the linear program in synch with the interactive one. The slightest change in the plot will ripple through the interactive game and ruin the multiple plot lines.

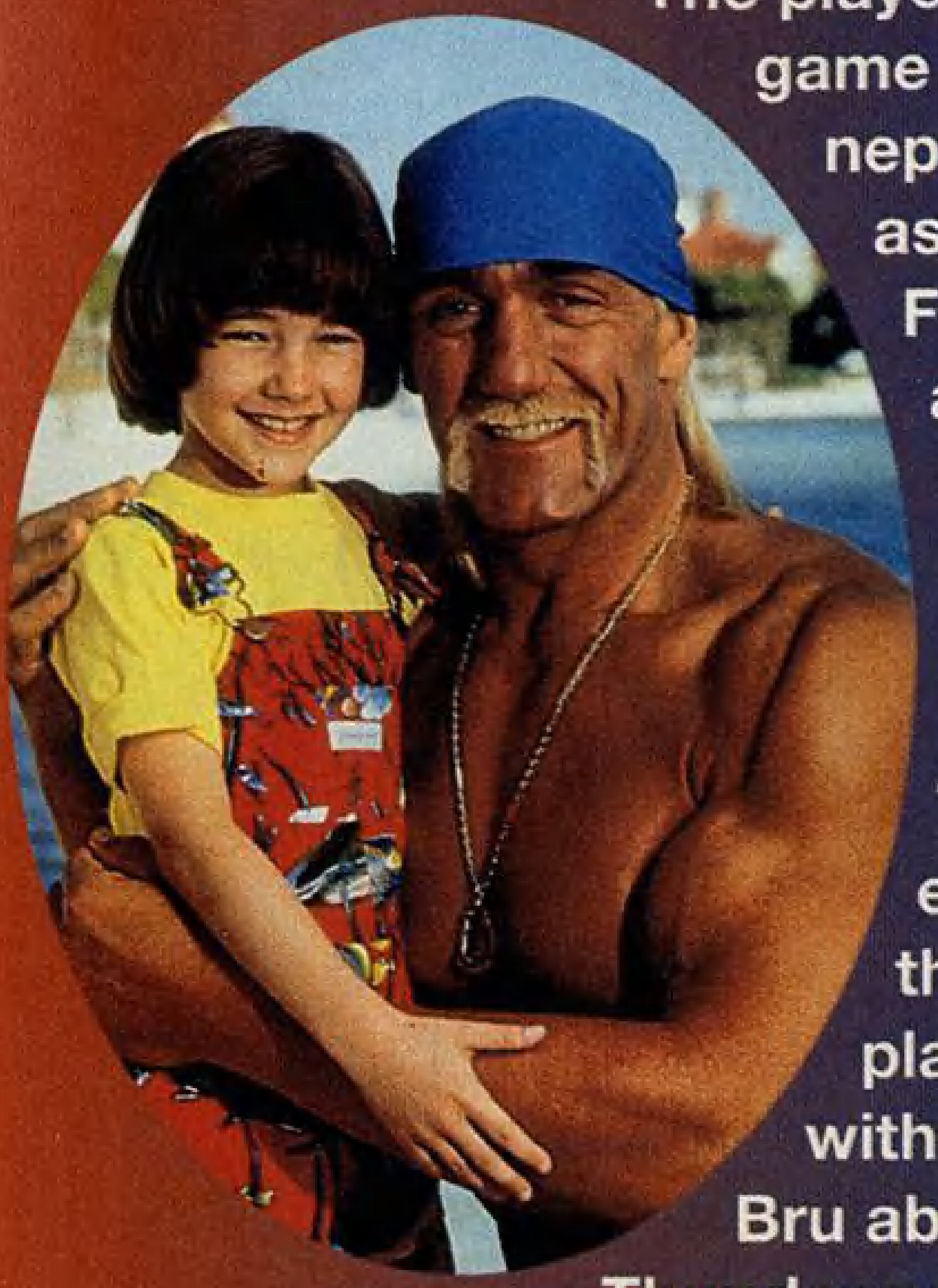
Robert Weaver of Philips POV is the director of the CDi version of Thunder. He already has considerable experience of CDi technology, having worked as director on Voyeur and Caesars World of Boxing with designer David Riordan.

"We had 10-12 days to shoot the two hour CDi episode of Thunder," says Weaver. "Normally you would have a maximum of 90 scenes in a linear two hour program. In an interactive one, it can be 345 scenes or more. POV had been looking for a suitable TV show for some time from which to spin off a CDi game. I knew Michael Berk and saw a pilot for Thunder at his house during a party. I wrote the story line for ►

The interactive plot

The interactive episode of Thunder is called The Major and The Minor. Spence and Bru take on their enemy Rampike in a race to control a bio-humanoid, codenamed The Major.

Rampike's obsession with gaining control over The Major has prompted him to kidnap Spence's adopted daughter, Jessica, when it is discovered that she holds the key to The Major's whereabouts.



The player in the game is Spence's nephew Zack, assistant to Dr Franklin, creator of The Major.

When Dr Franklin is injured in The Major's escape from the lab, the player must go with Spence and Bru aboard Thunder as they try to recapture The Major.

Spence has always seen his nephew as an "egghead" only interested in computers and bioscience and is not wild about him accompanying them on a combat operation. Unless Zack can prove that he is capable of helping Spence and Bru recapture The Major, their attitude towards the player is not going to be friendly.

Spence and Bru discover that The Major is fixated on finding Spencer's daughter, Jessica.

Rampike kidnaps Jessica in an attempt to lure The Major to him. The player must help Spence and Bru regain control of The Major.

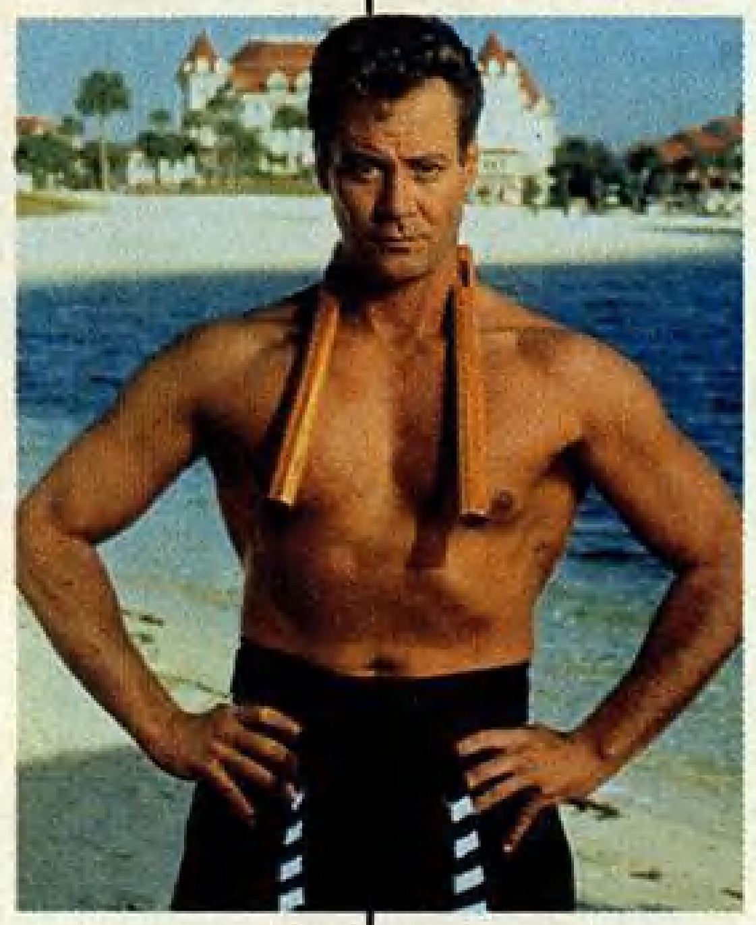
The player will be in charge of Thunder's capabilities as they battle with The Major on sea and land. If the player does not gain control of The Major before it returns to Dr Franklin's lab, the player will have to defeat The Major as well as Rampike's minions to save Jessica.

Terry "Hulk" Hogan

Hogan began bodylifting in 1967. After studying business administration and music at the University of South Florida, he began training as a wrestler in 1973. In the late 1970s he moved to Venice Beach, California - also known as "Muscle Beach" - and became a professional wrestler under the name of Terry Boulder. In 1979, he was recruited into the World Wrestling Federation (WWF). He became Hulk Hogan in 1983.

Hogan first won the World Wrestling Federation title against the Iron Sheik in 1984 at New York's Madison Square Garden. He held the title throughout the rest of the 1980s.

Chris Lemmon



Chris Lemmon is the son of actor Jack Lemmon. He is an actor, musician/composer, writer and dancer. He graduated with a BFA in Classical Piano and Composition from the California Institute of the Arts.

He landed his first professional role as the "Aramis Man" and had a recurring part in the hit series Knots Landing, regular roles on the network series Brothers and Sisters and hosted his own talk show, Into the Night. He also had a two year series on Fox, "Duet".

He has starred in films such as Private Offering, Dad, That's Life, Swing Shift, Weekend Warriors, Just Before Dawn and Airport '77. Lemmon is married with two children.

Carol Alt

Carol Alt is one of America's most successful super-models. She has graced the cover of more than 600 magazines, including the coveted Sports Illustrated swimsuit issue.

In 1984 she made the transition from modeling to acting. She went to Europe where she has starred in 17 films and numerous TV series. On returning to the US, she won roles in the mini series Vendetta and such films as A Family Matter, Millions and A Wonderful Life. She has hosted CBS This Morning and Good Morning America and served as a special correspondent for Entertainment Tonight.

▶both the linear and interactive versions and pitched the idea to Michael.

Thunder was perfect material because it has a lot of action and a tremendously valuable license in Hulk Hogan. I liked the look of the show - it was a real fun environment in which to play - and there is plenty of opportunity to beat the bad guys."

In many ways, Thunder is aimed at a similar market to that of Voyeur. But unlike Voyeur, Thunder has a great action arcade element: the Thunder boat racing across the water, shooting at various enemy sprites.

The viewer can jump into the action at key points and take control. The story changes depending on how you do in the game.

POV

POV Digital Entertainment was formed in March 1991 to create CDi and CD-ROM entertainment titles for Philips Media. POV uses its expertise in film and television production, 3-D computer graphic rendering and game design to create entertainment software titles that feature actors, interactive story lines, film-quality music and full motion video sequences.

POV has created ten award-winning CDi titles: Voyeur, Caesars World of Boxing, NFL Hall of Fame Football, Phantom Express, Zombie Dinos from Planet Zeltoid, Girl's Club, Lords of the Rising Sun, Mystic Midway, Defender of the Crown and Tetris.

POV is directed by David Riordan and David Todd.

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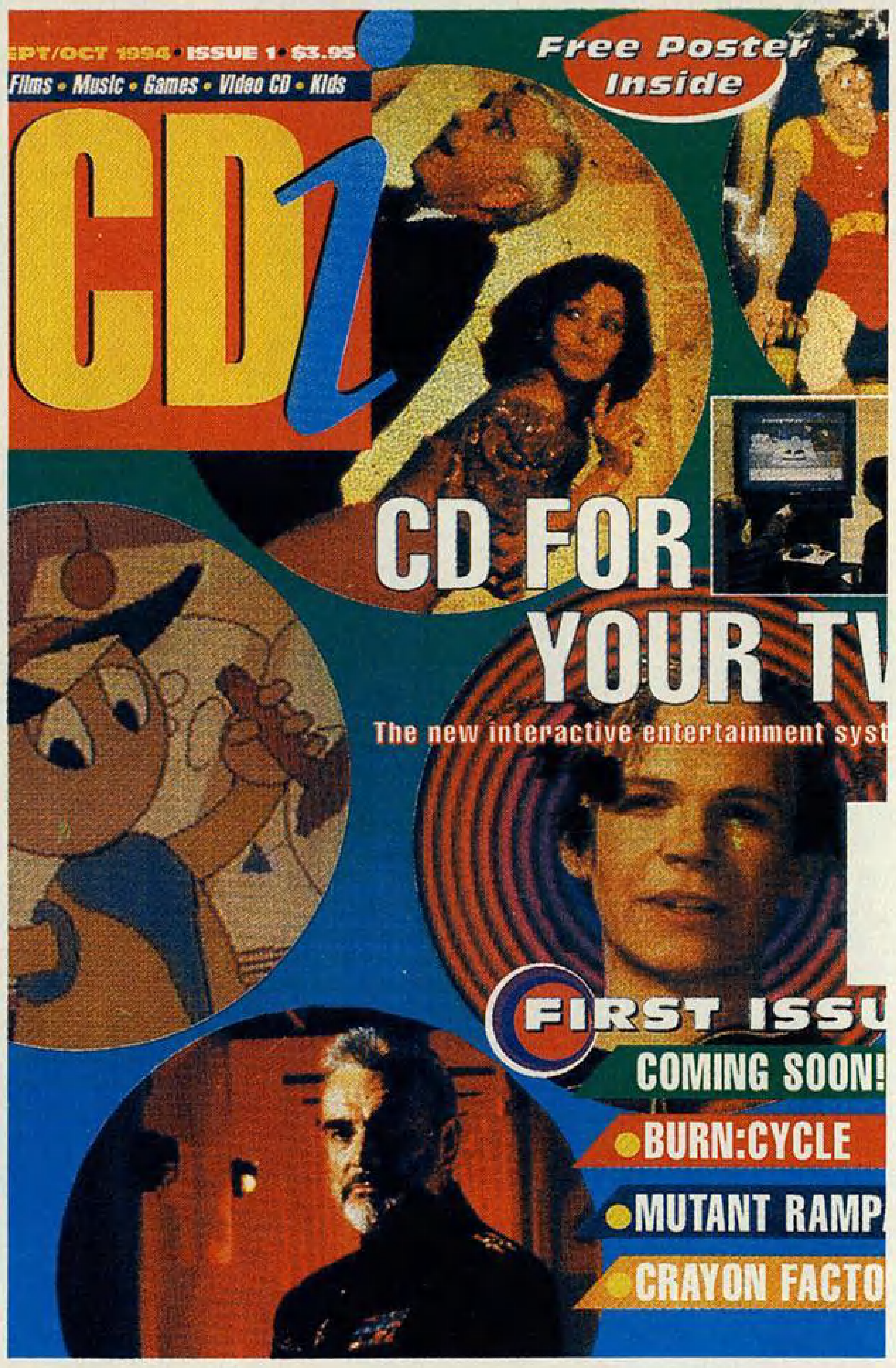

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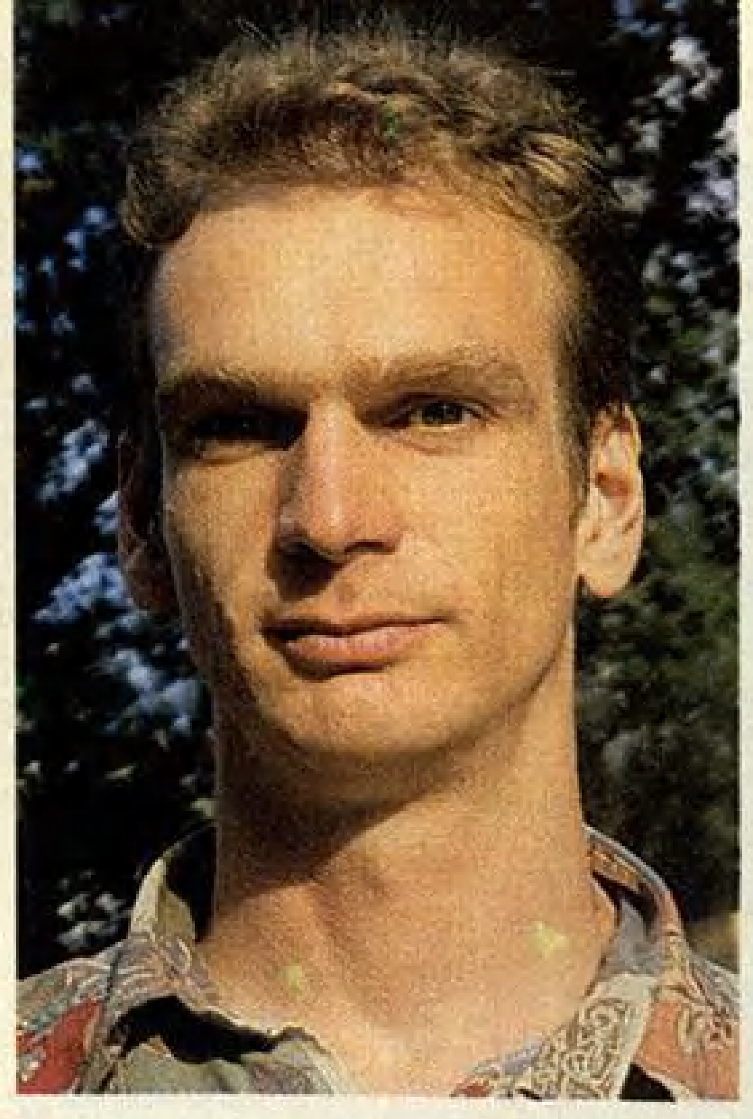
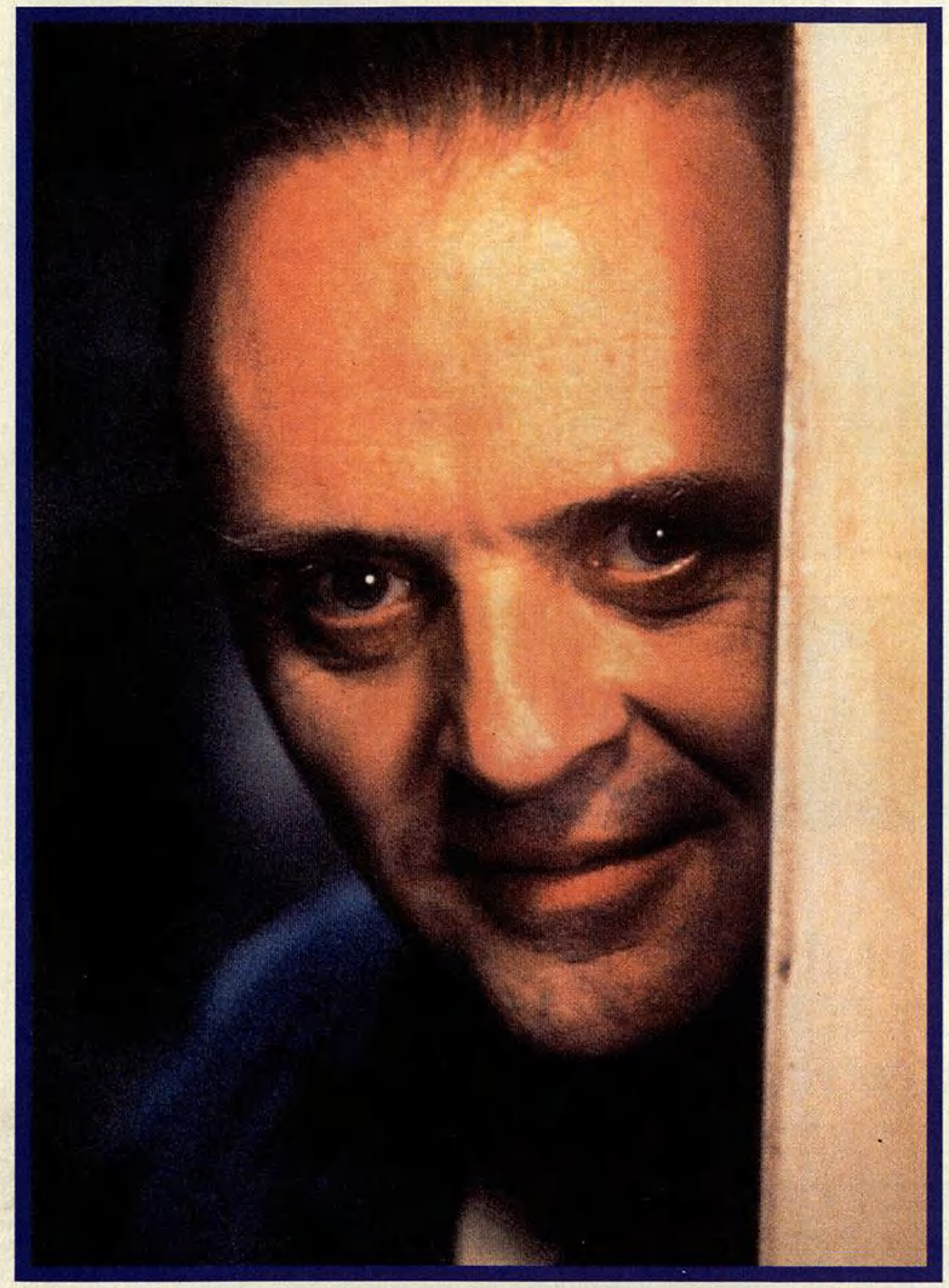


Philips has switched to the Video CD standard for the latest batch of films from Paramount, Orion and MGM/UA. BEN SOUTHWELL takes the critic's chair

SILENCE OF THE LAMBS

Oscars for a horror movie come few and far between. So Oscars for Best Picture, Director (Jonathan Demme), Actor (Anthony Hopkins), Actress (Jodie Foster) and Screenplay give you some idea of the impact made by this film of Thomas Harris's brilliant book. It's tempting to attribute all of this to one character, Hannibal-the-Cannibal lecter, Harris's fascinating serial killer. True, Lecter is magnificent. As a colleague said at the time, with a role like that, Hopkins doesn't so much steal the film as roll it up and walk away with it tucked under his arm. In fact, in terms of screen time, Lecter is merely a supporting character, but he is such an arresting character that his aura pervades every frame.



Anthony Hopkins won an Oscar for his role as Hannibal Lecter

But there is more to Silence of the Lambs than Hannibal Lecter. It's a brilliantly plotted piece of fiction that gets right inside the minds of its protagonists in its tale of trainee agent Clarice Starling, called in by the FBI to try to persuade Lecter to help find another serial killer.

Harris, who worked as a crime reporter before turning to fiction, spent literally years (in this case seven) perfecting every last punctuation mark. Demme has taken this and given it relentless, hard-edged cinematic treatment. The dark, gothic tone, intense acting and intelligent script guarantee that this film holds you in its horrifying grip from start to finish.

Silence of the Lambs was a huge hit and the temptation to do a sequel must be tremendous. But if it took seven years to write the book, how long will it be until the next Lecter tale is ready, and will Hollywood wait that long? I can hear the lawyers arguing already. In the meantime, check out the equally good Manhunter, an earlier tale of Hannibal-the-Cannibal.

Rating: ☆☆☆☆

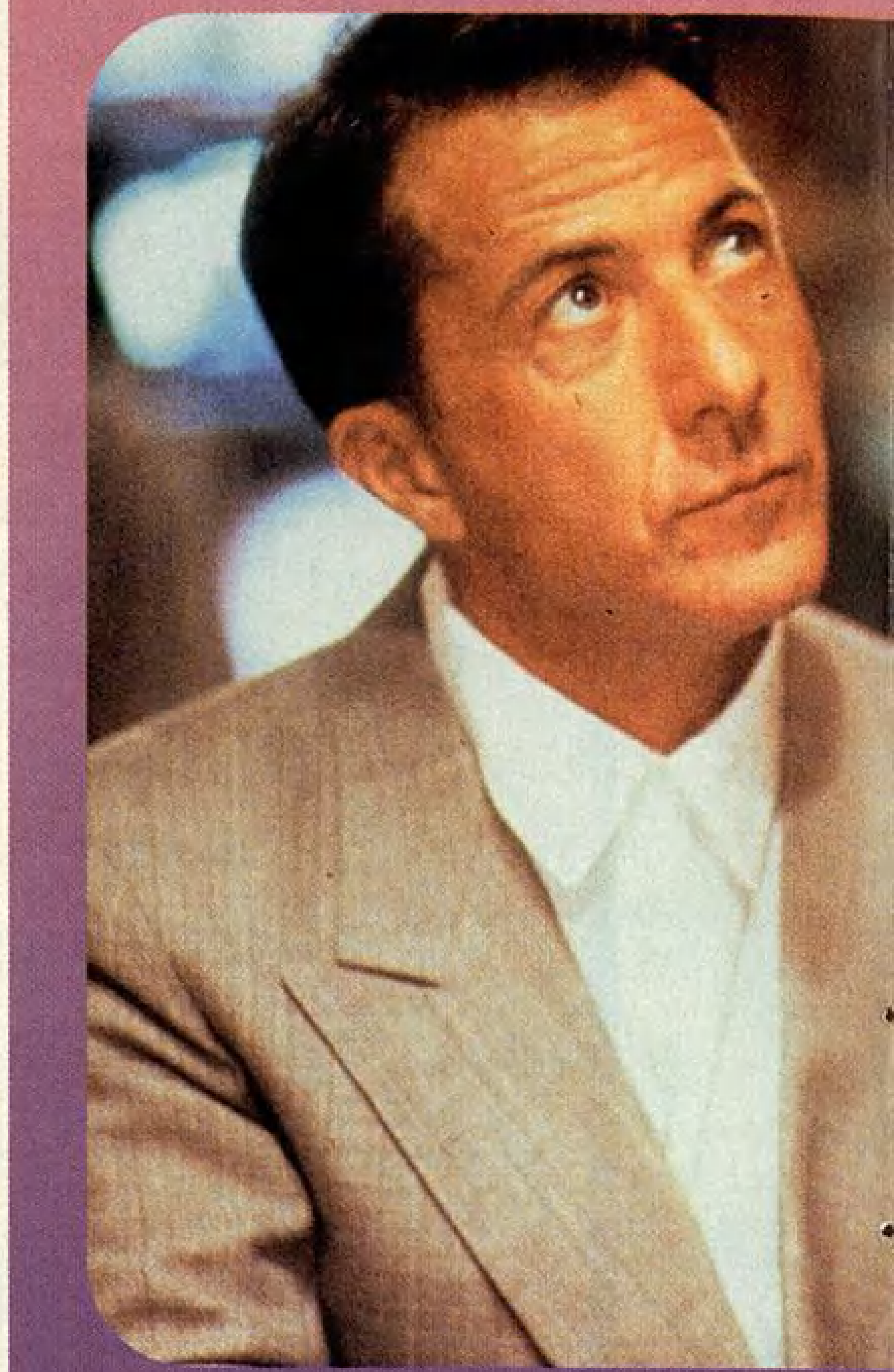
X-MEN: NIGHT OF THE SENTINELS

When a pretty young mutant named Jubilee is attacked by huge search-and-destroy robots known as Sentinels, Rogue, Storm and Gambit unleash all their X-MEN super powers to rescue her.

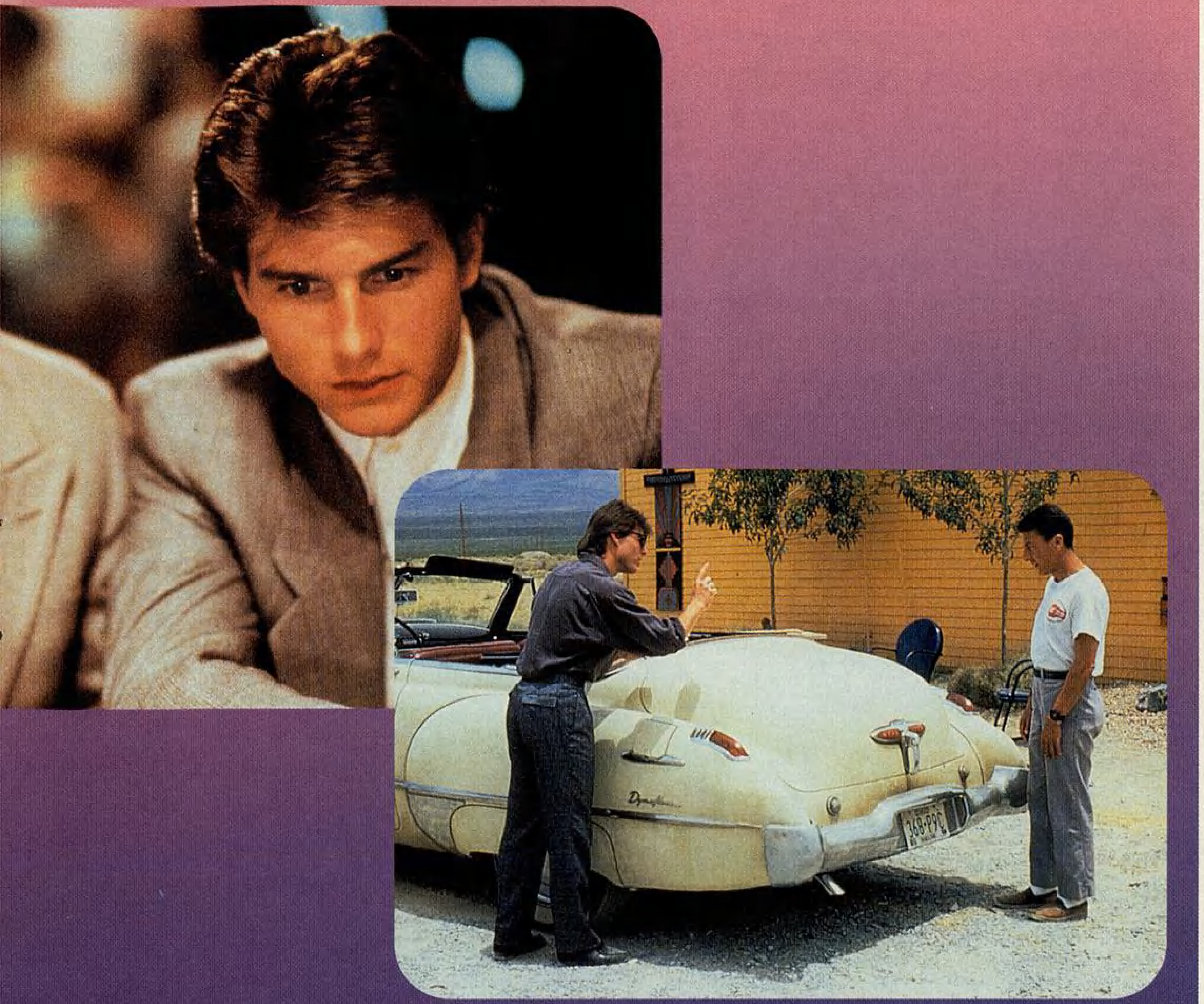
With Professor Xavier's help, they discover the Sentinel's assault is part of a sinister program designed to exterminate all known Mutants. Can the awesome, combined might of the X-Men withstand the merciless onslaught of a lethally equipped army of Mutant-mauling Sentinels? Find out as you team up with the coolest Mutant crusaders in the known Universe!

Based on the characters from Marvel Comics.

Rating: ☆☆☆



Above and below: Tom Cruise as Charlie Babbitt and Dustin Hoffman as his autistic brother, Raymond. Right: Charlie and Raymond's relationship develops as they travel across America



RAIN MAN

A film that was very highly praised when released, winning Oscars for Best Picture, Director, Actor (Dustin Hoffman) and Screenplay, Rain Man is a brave and intelligent movie about connecting with other people.

Tom Cruise plays Charlie Babbitt, a young man who discovers at his father's death that he has an autistic brother, Raymond (Hoffman). The movie is the story of their journey together across America in order to contest their father's will. It's a journey of discovery as Charlie learns more and more about his brother and begins to understand what it means to be part of a family.

As they travel towards their destination, Charlie's motives change from purely mercenary to something far more complex.

Dustin Hoffman is superb as the autistic brother. Every sound and every nuance make him as watchable as ever and he thoroughly deserved the Best Actor Oscar.

Unfortunately, Cruise just isn't in the same class. Many people felt this film marked a watershed for Cruise, the role giving him the chance to show his acting ability.

On this evidence, he is a performer who is still locked away, unwilling to expose too much of what happens within.

The growth of the film, which relies so heavily on Charlie's journey of discovery, is severely restricted by Cruise's limitations. As a result, what should be a tremendously powerful and moving film falls short in its emotional impact. It is a brave film about a tremendously difficult subject.

Rating: ☆☆☆

Susan Sarandon (left) and Geena Davis on the road

THELMA AND LOUISE

I know I'm going to upset a few people, but I didn't rate Thelma and Louise as highly as most others. This female buddy "road" movie had just one plot too many for my liking, and left me curbside as it roared off into a land of incredulity.

That said, it caused a stir at the time of release, creating a new genre almost single-handedly.

Geena Davis and Susan Sarandon star in the title roles as a housewife and waitress who decide to go away to put some fun into their workaday lives. After a near rape incident the women find themselves on the wrong side of the law, on the run and facing escalating trouble.

It's a film with something to say, but it is also an enjoyable ride. Director Ridley Scott abandons his more familiar cityscapes and studio sets for the fresh challenge of the American west and presents us with a movie that is truly beautiful to look at. What else would you expect from the man who brought us Bladerunner and Alien?

He also gives us a film packed with acting ability. Sarandon and Davis are excellent as the heroines of the title, while Harvey Keitel is brilliant as the only truly sympathetic male in the whole film. He plays the cop in charge of bringing the women to justice while trying desperately to help them.

It's a movie to make you think, laugh and cheer. A sort of Butch and Sundance for the 1990s, if you will.

Rating:☆☆☆

MOVIE watch

THE NAKED GUN 33 1/3

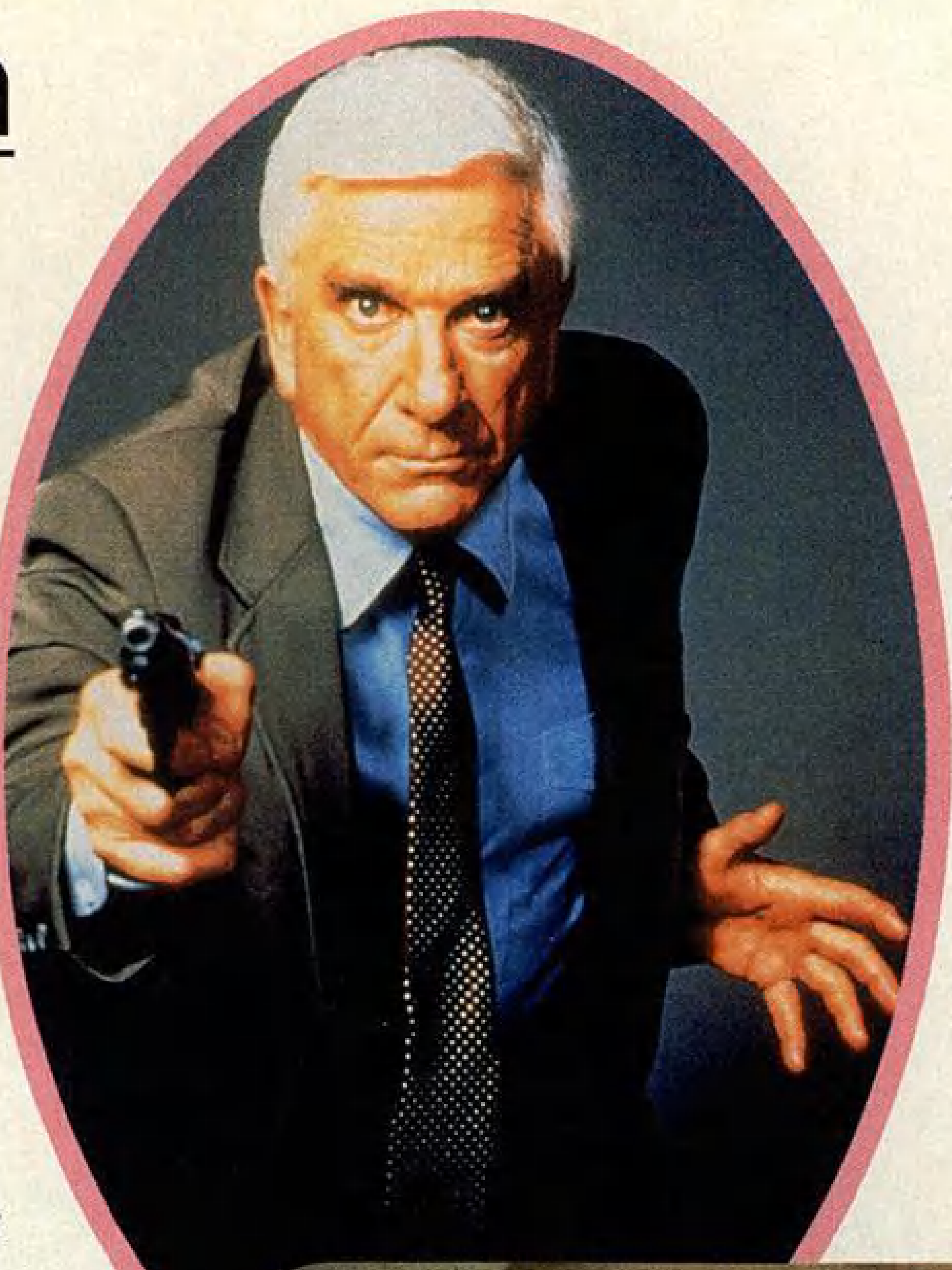
The third in the Naked Gun series from the makers of Airplane is a simultaneous release on Video CD and VHS. The publicity proudly proclaimed that Naked Gun 33 1/3 contained "mostly new jokes", but unfortunately it's a joke that rather backfires as this movie is only fitfully funny and rather misses its aim.

The movie opens with a pastiche of the baby carriage sequence from The Untouchables (itself an homage to Eisenstein's classic Odessa steps sequence) that is fairly amusing, but far from the comic invention that filled the first two films. The rest of the 33 1/3 follows the same pattern: it's funny, but not that funny.

This time Drebin comes back from retirement to face one last case. He must foil a plot to blow up the Oscar ceremony (a self-referential device allowing opportunities for guest appearances by Raquel Welch, among others). Along the way, there are spoofs of Thelma and Louise, Jurassic Park and even The Crying Game.

All the favorites from the earlier movies are back: Leslie Nielsen, Priscilla Presley, George Kennedy and, of course, O J Simpson, but where before there was madcap energy, now everything just seems tired and over the top. Time to hand in the badge.

Rating: ☆☆



Left: Leslie Nielsen once again takes to the streets with co-stars George Kennedy and O J Simpson (below)

RATINGS:
☆=poor
☆☆=average
☆☆☆=good
☆☆☆☆=very good
☆☆☆☆☆=excellent

GOLDFINGER

Thirty years old this month and still the best Bond film ever, Goldfinger is a classic piece of cinema. With the latest Bond film (the 17th no less) about to go into production, now is a perfect time to see what has made this series the most successful in the history of the cinema.

Goldfinger, the third in the series, is in many ways the archetypal Bond film. It's got Sean Connery (surely one of today's most commanding actors) completely confident in the role of Bond. The plot is suitably grandiose, involving a plan to break into America's gold reserves at Fort Knox.

Goldfinger is the first film where Bond drives his trademark Aston Martin (you know, the one with the ejector seat, machine guns, revolving license plates and so on). Add two memorable villains - Gert Frobe as Goldfinger and his assistant Oddjob, complete with steel-rimmed bowler hat - and a heroine called Pussy Galore and the Bondwagon doesn't come any better.

Of course, this is film-making from a different era and many of the stunts and thrills have been bettered. But, like the baseball cards you collected as a kid, nostalgia is all part of the attraction and this classic movie just keeps getting better and better.

Who can ever forget Connery strapped to a table, a laser slowly burning its way between his legs. Asked by Bond whether Goldfinger expects him to talk, Goldfinger replies: "No, Mr Bond, I expect you to die."

Rating: ☆☆☆☆

Goldfinger: a classic piece of cinema with Sean Connery as the suave James Bond

the interactive Playground

VOLUME 1, NO. 2 SUMMER 1994

PHILIPS INTERACTIVE MEDIA–FAMILY ENTERTAINMENT

Software Showcase

CRAYON FACTORY

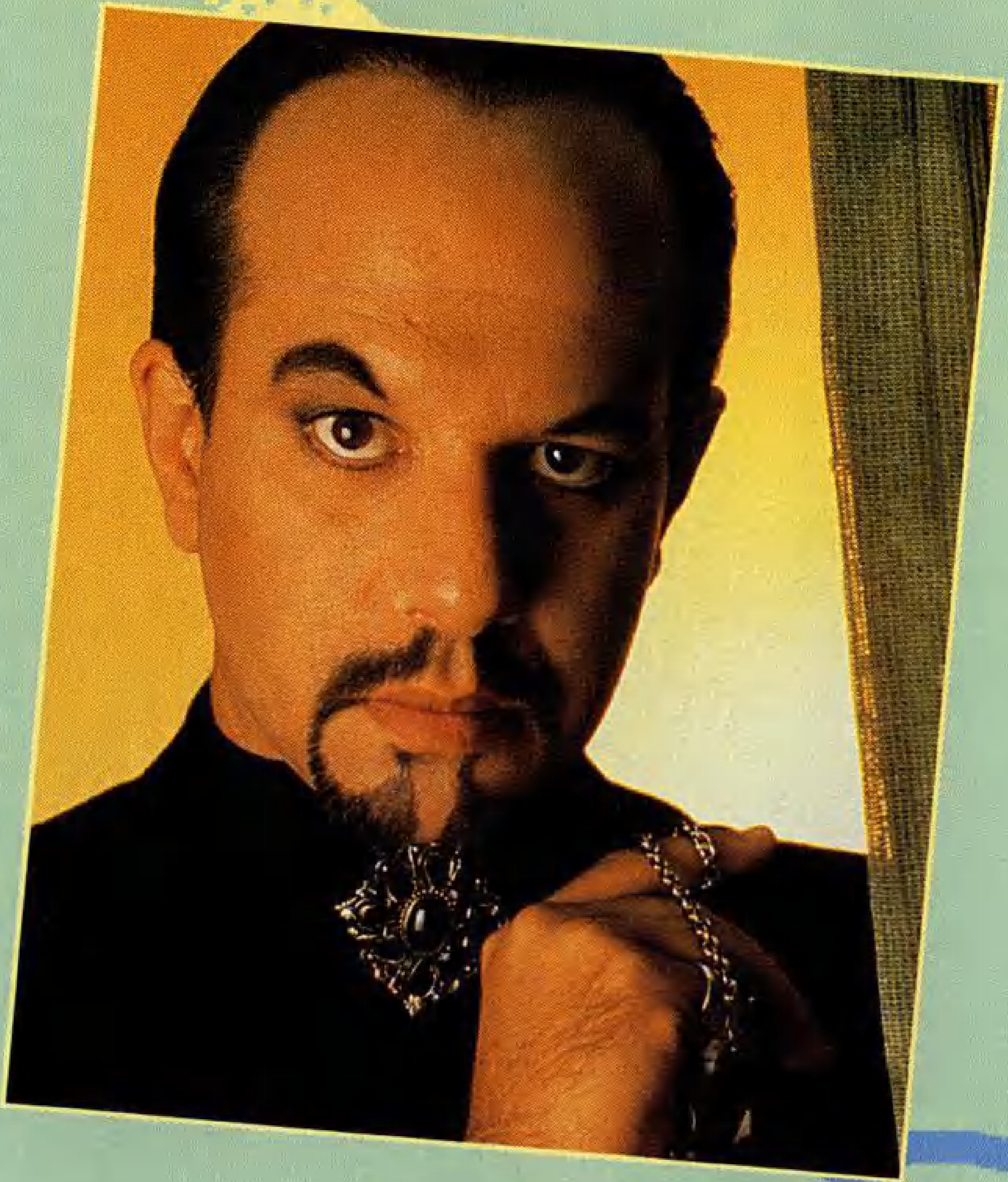
Renowned children's entertainer, Shari Lewis, stars as the voice of "Saturday," an adorable robot who works at one of the happiest places on earth, the Crayon Factory. Happy that is, until Mr. Penn, who sees the world in black and white, is sent to manage the factory. Mr. Penn wants to make big changes at the Factory and the robots are not happy.

Young children will delight in this animated story as they cheer on the robots and help bring color back into the world. As kids enter the factory, they can choose to explore different departments or watch the story. If they choose to tour the factory, they learn to mix and sort colors, fix pipes (a visual discrimination task), repair gears (a logic game), check patterns and adjust the silly noises in the factory. Children can mix their own colors and make them into personalized crayons, which they can later use to color the story and help the robots.

There is no reading required in this innovative disc for children ages 3 – 8. Also coming soon on PC and Mac CD-ROM.☼

A Magical Meeting

An Interview with Max Maven by Laurie Sale



I was told that Max Maven doesn't drive. I was told that Max reads over 150 books and magazines each month. I was told he has had successful careers as a radio announcer, pianist, teacher, graphic designer and chef, among other things. I was told Max Maven has been a psychological consultant to all the greats in the field of magic, including David Copperfield, Doug Henning, Penn & Teller and Siegfried & Roy.

Then I saw a photo of Max Maven. Here was the face of a man that had "mystery" written all over it: the penetrating eyes, the jet black hair that formed a pronounced widow's peak and an incredibly formed goatee.

I was nervous. I had never met a "mentalist" before. I wondered if he could read my mind, even if I didn't want him to. Would he know all the questions I was going to ask him? I was not sure how to react to this mystical personality. I had spent hours using the new CD-i disc called "Max Magic's Electronic Magic Kit," which was conjured up by Max—and it was remarkable how the Max "robot" on the disc looked so much like the real life Max.

His wonderful deep voice invited me to sit down. I gathered all the strength I had and began what was to become a very delightful interview.

L.S. How did you become a mentalist, and what is that exactly?

M.M. As with a lot of kids, I was fascinated with the whole concept of magic. I got started around the age of seven. Eventually, in terms of my own performance work, I phased into the area of mentalism, which is really magic without the tricks. Many people refer to it as mind reading. It involves using psychological skills to do mysterious things. I eventually developed an interactive video, which was ahead of its time, and since then have done interactive pieces for broadcast television, as well. This idea of interaction is really something I've been pursuing for a long time. And finally, the technology has caught up with me.

L.S. "Max Magic" is a very in-depth piece of software. How would you describe the interactivity?

M.M. Every kid is interested in magic. The art of magic helps us

Cont. p. 4

Dear Parents,

Welcome to the second issue of the "Interactive Playground" newsletter. A recent survey by McCall's Magazine shows that an overwhelming majority of parents – as many as 83% – are increasingly worried that their children will mimic the aggressive behavior seen on TV, in films and in video games. As a parent myself, I share these concerns, and that's why I'm so pleased to be able to bring you up to date on our ever-growing catalog of quality children's software.

In this issue you'll meet Max Maven, the magician's magician, who helped us create the world's first electronic magic kit. You'll also meet Richard Hefter, the only children's software developer we know of, whose artwork is in the Museum of Modern Art's catalog. As a special treat, we'll even give you a glimpse of our exciting new fall release, "Crayon Factory," narrated by the beloved and very talented Shari Lewis.

Psychologists tell us that if we want to fight the battle against "junk food for the brain," we must take an active role in selecting media for our kids. At Philips, we're confident that we're doing our part by providing you with more and more good choices. But don't just take our word for it; take the experts' advice. We encourage you to stop by one of our retailers and experience these programs for yourself. That way, you'll be sure you're selecting what you want for your family: entertaining, developmentally appropriate software that delivers healthy, positive role models for your kids.

Sincerely,

Sarina Simon

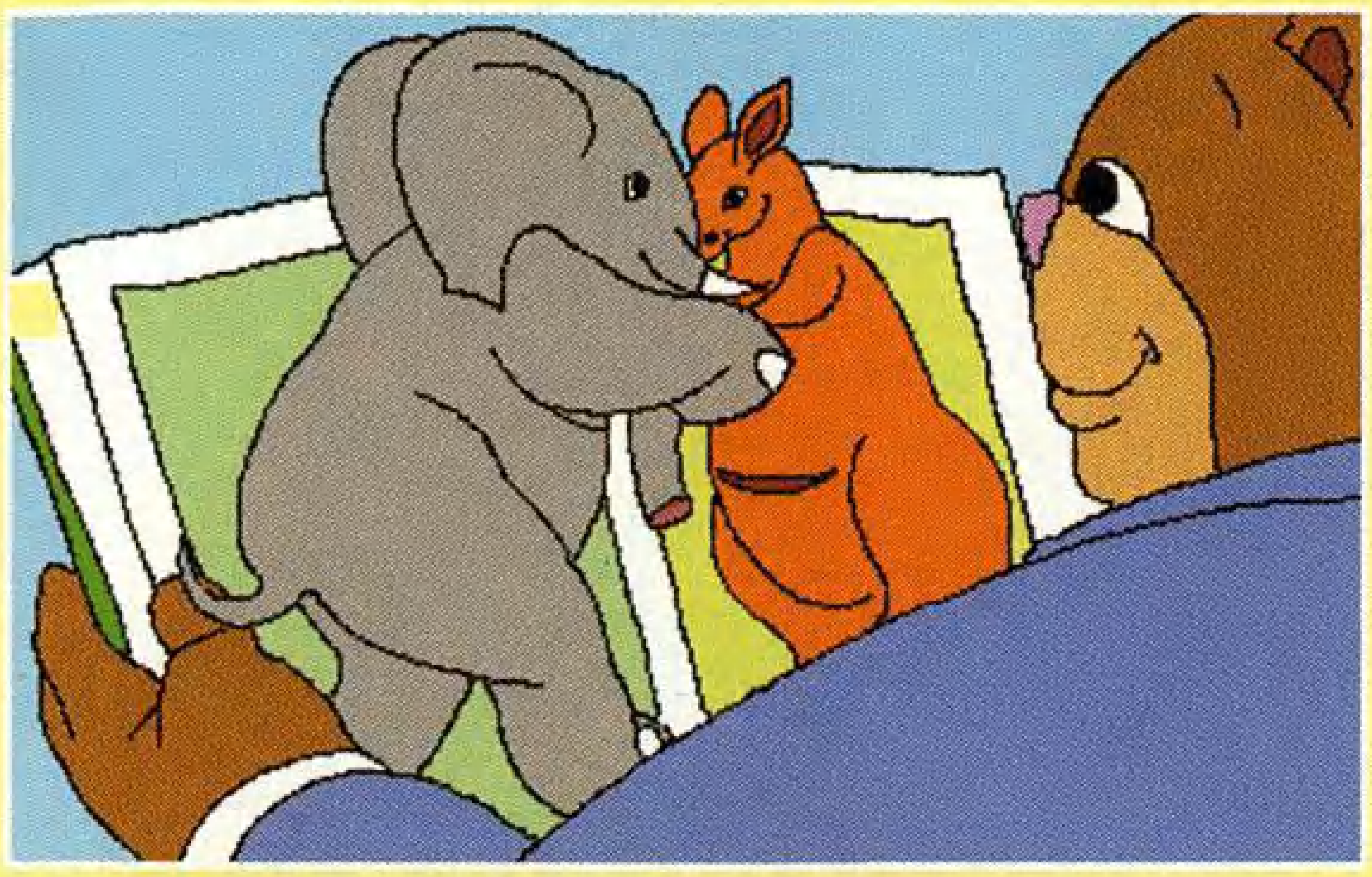
Sarina Simon
President

What the experts are saying...

"The quality of children's software available for CD-i is astounding. The roller controller is made for kids and is a perfect replacement for my expensive keyboard and mouse. My daughter can pound on that colorful thing all she wants without a worry from Dad. In fact, she's spilled yogurt and gotten her sticky fruit-roll hands all over it and this piece of hardware just wipes away clean. It was a joy to watch my daughter thoroughly entertained enough to forget about my IBM PC."

Chris Gore,
COMPUTERPLAYER, June 1994.

The man behind the Bear:



Richard Hefter of Optimum Resource

Have you ever tried to envision what kind of person creates interactive software for children? Who comes up with all the creative parts that keep children coming back for more? Where do these talented people come from and what backgrounds do they have?

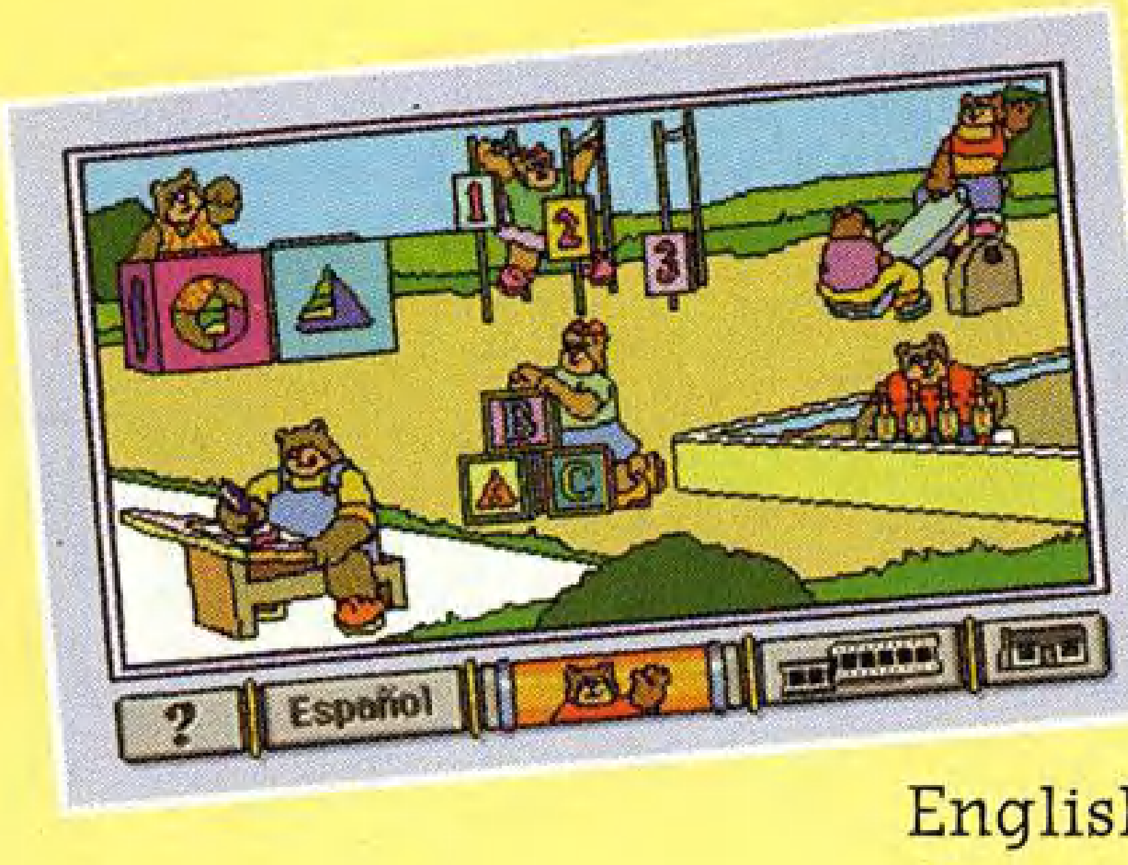
We want to tell you about a very special person, Richard Hefter, the creator of Stickybear, software's favorite pre-school teacher. The Stickybear character leapt off the pages of books and onto the computer screen when Hefter branched into software publishing from a long and successful career in the book publishing business.

Before founding Optimum Resource in 1980, Hefter, as an author, illustrator, publisher and graphic designer, created over 200 children's books. His first books, "Shufflebook" and "An Animal Shufflebook" published in 1971, are featured in the Museum of Modern Art's catalog. Four new shufflebooks, including the "Endangered Wildlife Shufflebook" and the multilingual UNICEF "World Shufflebook," were published in 1992. In addition to his children's books, Hefter has won awards for graphic and type design and his paintings are in the collections of major museums.

When asked about his enthusiasm for multimedia development, Hefter responds, "Computers and CD-i players can never replace the delight of reading a book, but there's nothing like being able to bring Stickybear to life. Playing on a computer or with a CD-i player provides children with a whole different kind of enjoyable and educating experience." ✲

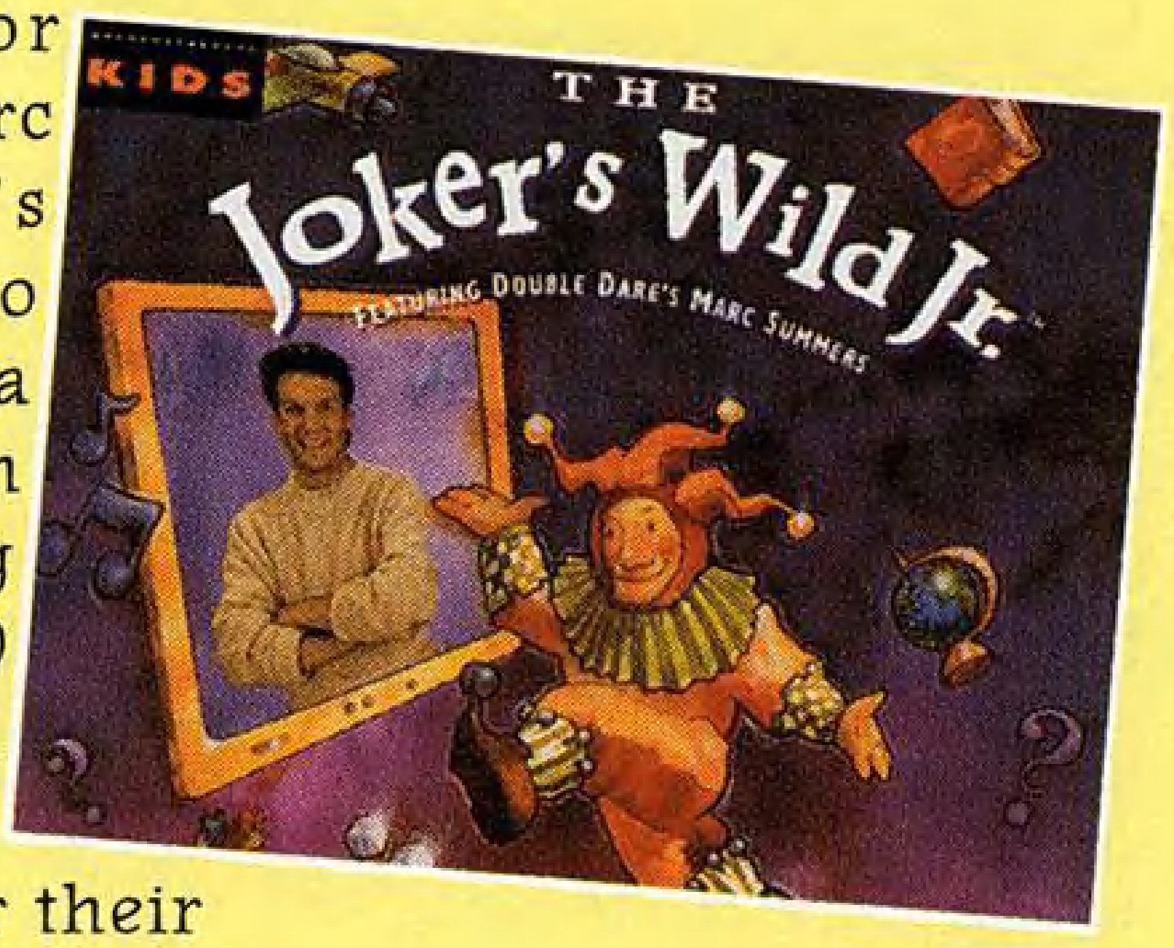
Coming Attractions

STICKYBEAR PRESCHOOL



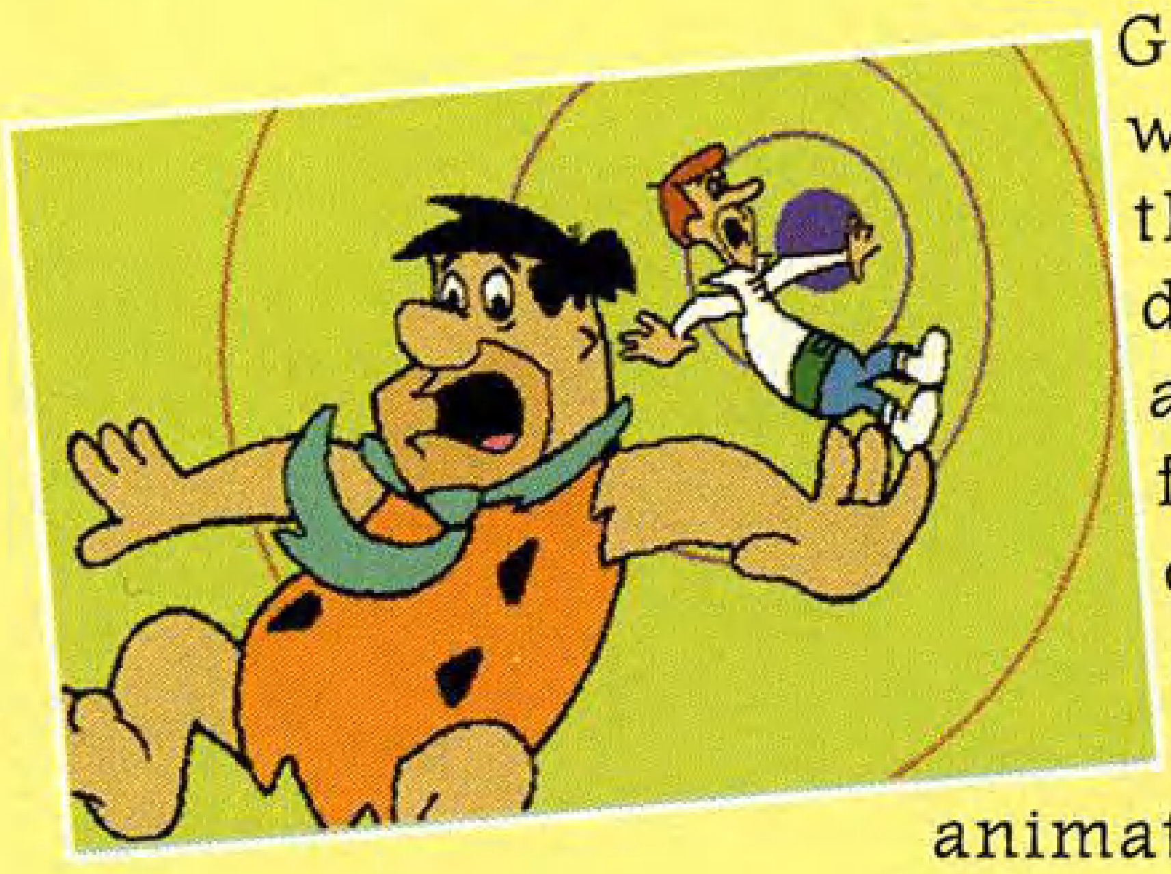
The charming Stickybear character presents six bilingual English/Spanish learning activities guaranteed to keep your preschooler amused and engrossed for hours. Featuring such critical learning skills as alphabet recognition and grouping shapes, colors and opposites, this animated disc spans an important range of thinking and pre-reading skills. It also exposes English- speaking children to a variety of Spanish words and phrases, expanding their language horizons. Ages 3 – 6.

THE JOKERS'S WILD JR.



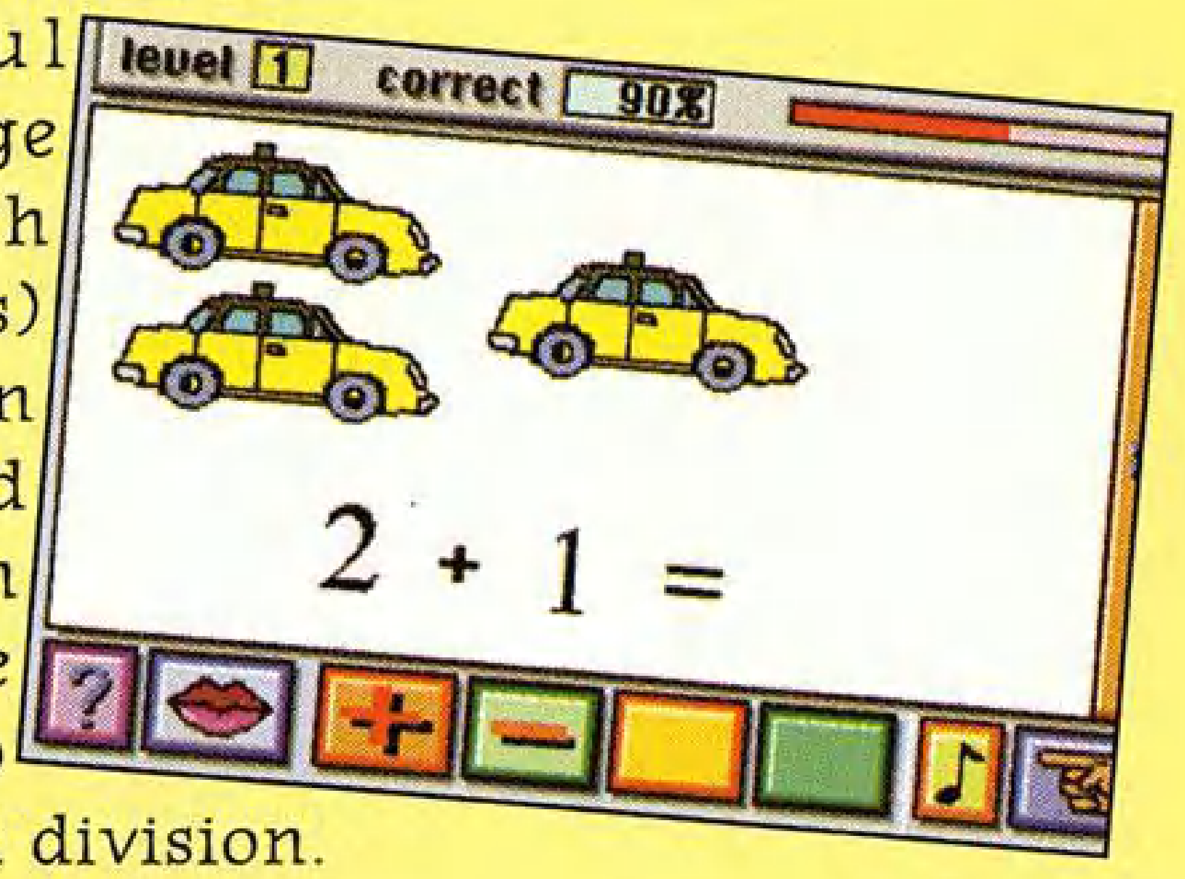
Bring the excitement and challenge of the classic game show home in this version designed especially for children and teens. Hosted by Marc Summers, star of Nickelodeon's "Double Dare," the game allows up to 4 players to compete by answering a wide range of trivia questions. With over 65 educational and entertaining categories and more than 1,900 questions, The Joker's Wild Jr. will keep the whole family on its' toes. Kids can challenge their friends or their parents, with this funtastic disc! Ages 6 – 10

FLINTSTONES / JETSONS TIMEWARP



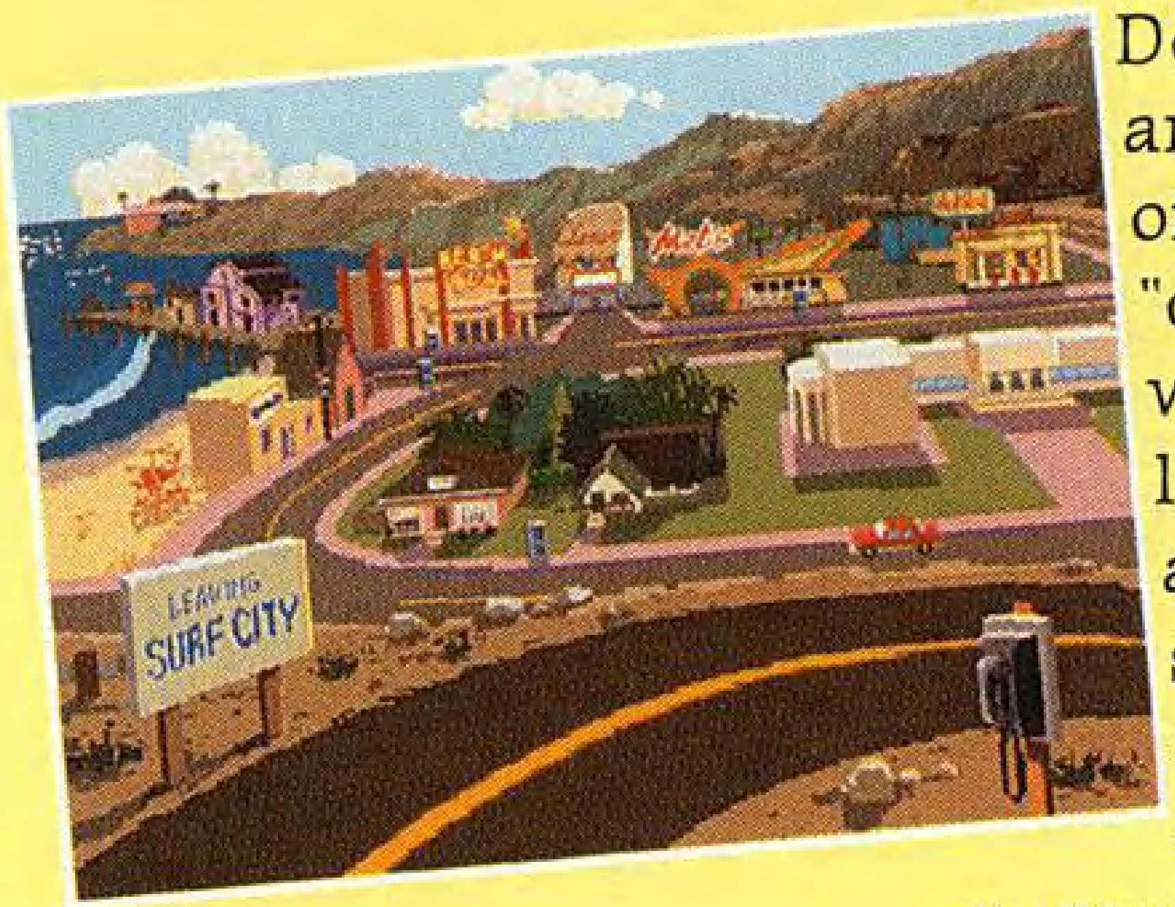
In this original animated adventure, a time machine warps Fred Flintstone and George Jetson into each other's worlds. Kids will enjoy the craziness that ensues when George tries to deal with life in prehistoric times and Fred tries to understand the future. Children can navigate two of their favorite Hanna-Barbera characters through 16 different scenes full of humorous animations. They help Fred mix Elroy's space chemicals and watch George try to run Slate Rock & Gravel Company. Timewarp provides hours of entertaining fun for the entire family. Ages 5 – 10.

STICKYBEAR MATH



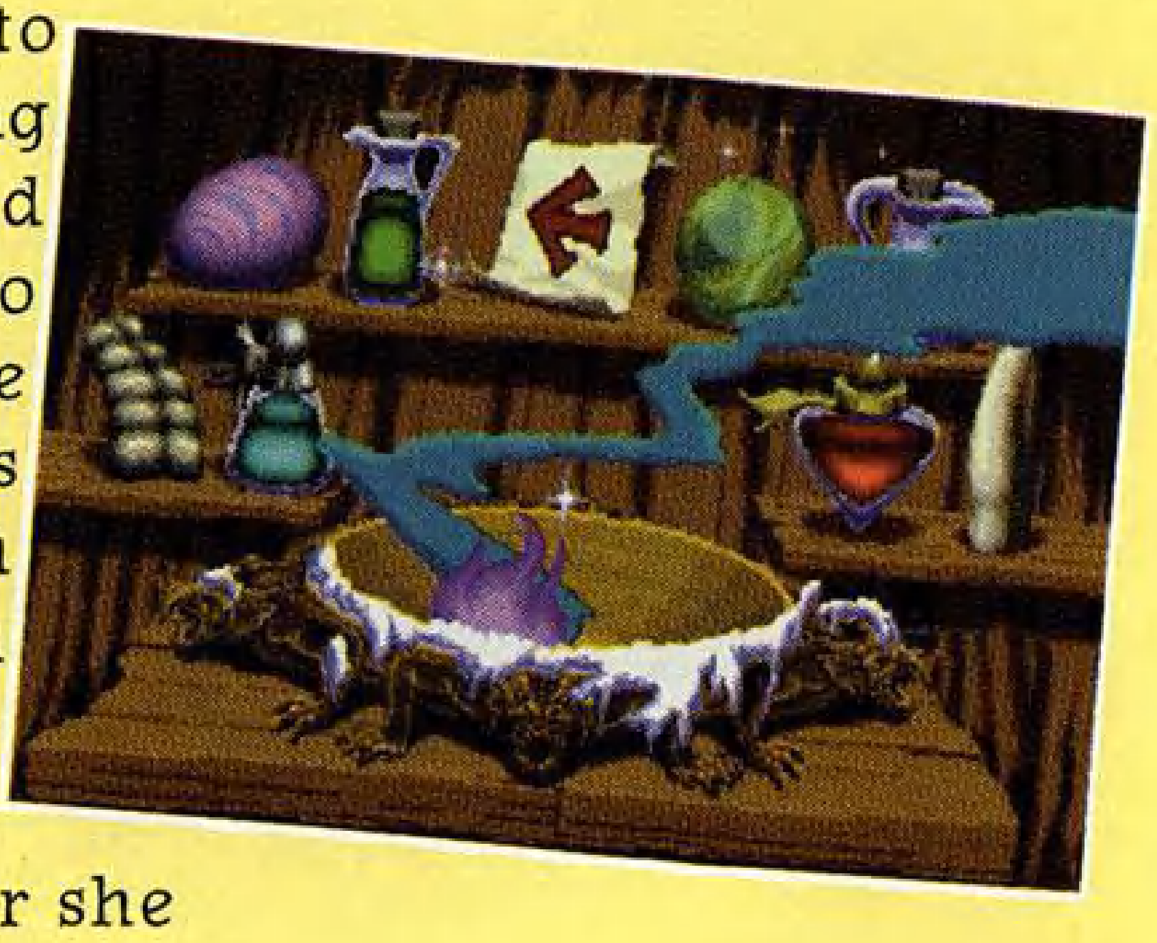
This disc combines math practice with arcade fun! Successful problem solving is rewarded with delightful animated games sure to engage even the most reluctant math student. Children (or parents) can customize any play session by selecting the type and difficulty level of math problems, ranging from simple addition and subtraction to challenging multiplication and division. With six different levels to choose from, this disc automatically adjusts to your child's pace and skill level. Stickybear Math is the fun way to practice math! Ages 4 – 8.

SURF CITY



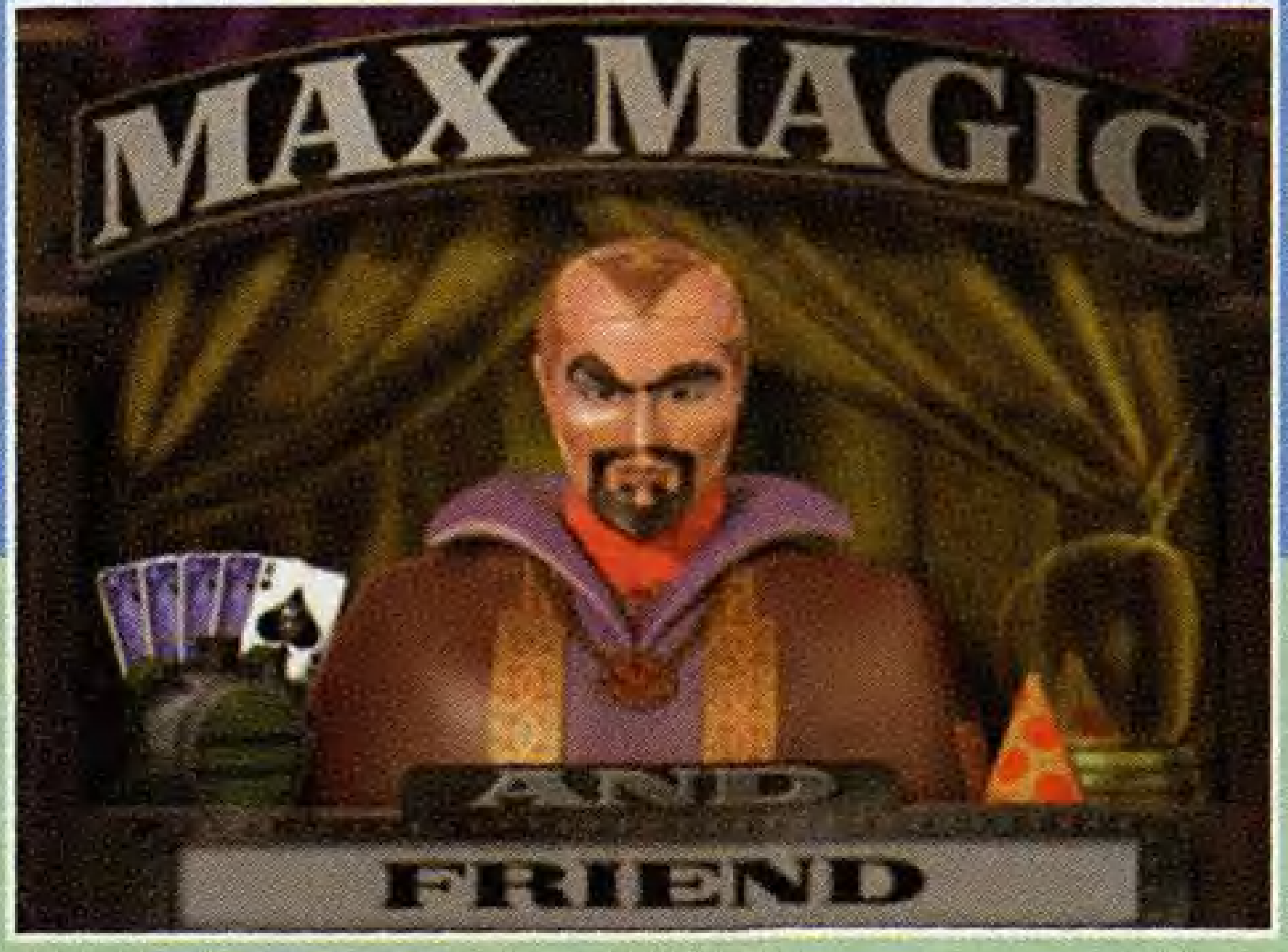
Visit Surf City and experience all the fun of a '60s beach party. Classic hits performed by The Beach Boys, Jan and Dean, The Ventures and Jerry Cole and his Spacemen, help tell the story of a group of kids growing up in this "cool" animated town. Your children will love exploring the various locations full of games, music and activities. They'll design and paint surfboards, build hot rods, play at the arcade, go bowling and lots more! The whole family will enjoy summer year-round with this unique interactive musical. Ages 7 – 10.

MERLIN'S APPRENTICE



Merlin's Apprentice is a challenging tale of medieval sorcery, in which your child aspires to become an apprentice to that great wizard Merlin, by solving puzzles, undoing magic spells and outwitting a trio of tricky demons to free Merlin from his captors. The disc features 30 different puzzles based on logic and memory, with several levels of difficulty. Once a child makes his way through the forest, Merlin's laboratory and the hidden underground caverns, he or she will experience a spectacular animated finale. Ages 9 to adult. Also coming soon on PC and Mac CD-ROM.

Max Maven, continued



remember that reality is not rigidly defined. To kids, reality is very flexible. Magic has value for kids in that it acknowledges that the world isn't as unbending as it seems. We created this project so that it is functional for a kid, but we were also careful not to make the attitude so juvenile that an adult wouldn't be intrigued.

There are two playing modes on this disc. In the first mode, Max Magic performs seven illusions for you, your friends and family. The magical game is played and the outcome is always mystifying. Each and every time, the audience WILL BE FOOLED.

In the other seven games, you are more directly involved. I call these "collusion games." There is some preparation required and you get to be part of the performance team. You work with Max Magic the robot and, together, you make a show for a third party or a group of people. You become a partner in the illusions. These games require various degrees of preparation and practice. Some are very easy and you can learn your part in a few minutes. Some do take a while to get right, especially if you want to embellish them.

From this assortment of 14 games, you can customize a show for your friends. You can personalize the show by programming in names. You can also decide what kind of show you want to give – you can sit back and let Max do all the tricks or mix and match and get actively involved yourself. It can be as elaborate as you want it to be—and it will be equally entertaining for boys and girls, children and adults.

L.S. *Why should a parent buy "Max Magic" instead of another arcade game?*

M.M. There are three reasons that come to mind. First, kids already have arcade games. Second, "Max Magic" has the value of being new and innovative. Third, and most importantly, this is a different experience for a kid. It stimulates a different part of the child's thinking. I think there is value in the arcade games. In addition to being fun, they teach you to pay attention. In some cases there are puzzles to be solved and you can certainly build great reflexes. But Max Magic is very different. This is both a creative and an intellectual stimulation for kids. It exercises a different set of muscles. Kids will learn about communication skills as they put on a show (with the help of the disc) for others. The purpose of Max Magic is to give your child a great ride, as he or she explores something that's really fun and different. The fact that it is intellectually and socially stimulating is a real bonus.

I was sad that the interview was over, because I was having so much fun. Max's warm personality and hearty laugh were sincere and not mysterious at all. I can't wait to see one of his live shows. Until then, I'm going to practice the card-cutting trick with the disc. Then I'll put on my black pants and blazer, pull my hair back to show off my widow's peak, get out my deck of cards, and invite my family to a great magical show in our living room, starring Max Magic and me! ☼

IN STORES NOW

Ages 3 to 7

THE BERENSTAIN BEARS ON THEIR OWN
CARTOON JUKEBOX*
HANNA-BARBERA'S CARTOON CARNIVAL*
LITTLE MONSTER AT SCHOOL
MOTHER GOOSE HIDDEN PICTURES
MOTHER GOOSE RHYMES TO COLOR
RICHARD SCARRY'S BEST NEIGHBORHOOD DISC EVER!*
RICHARD SCARRY'S BUSIEST NEIGHBORHOOD DISC EVER!*
SANDY'S CIRCUS ADVENTURE*
STICKYBEAR READING
STORYBOOK ADVENTURE SERIES
A VISIT TO SESAME STREET: LETTERS
A VISIT TO SESAME STREET: NUMBERS

Ages 7 & Up

CHILDREN'S MUSICAL THEATRE
COMPTON'S INTERACTIVE ENCYCLOPEDIA
THE DARK FABLES OF AESOP
MORE DARK FABLES OF AESOP
DRAW 50
GIRL'S CLUB
PAINT SCHOOL 1 & 2
STORIES FROM THE BIBLE SERIES
STORY MACHINE 1 & 2
SURF CITY
TELL ME WHY 1 & 2
THE WACKY WORLD OF MINIATURE GOLF
ZOMBIE DINOS FROM PLANET ZELTOID

* Also coming this fall on PC and Mac CD-ROM

CD-i EXPRESS

Now you can buy any CD-i program or accessory directly from Philips by calling CD-i Express at 1-800-824-2567. All orders are shipped within seven days.

If you haven't registered your CD-i player, call the 800 number to obtain a Welcome Kit with valuable coupons and the latest information on new titles. A complete title catalog is available upon request.

CD-i HOT LINE

Technical support is available for both the CD-i player and CD-i programs through the Philips Consumer Electronic Information Center. Call them at 1-800-845-7301 when you have questions or problems.

STAY IN TOUCH

We'd like to hear from you and your children. If you have any questions or comments about any of our Family Entertainment products, please write to us at the address below.

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interactive playground

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ADDAMS FAMILY VALUES

A Hollywood film aimed at a family audience that satirizes everything about family life is always going to pull it punches. It has to. It's an unwritten law, isn't it?

Wrong! Addams Family Values is so beautifully deadpan, so outrageously dark in its humor, so wicked in its observations on family life, that I had to pinch myself to check this wasn't some low-budget independent film. Over-the-top, beyond-the-pale and definitely in bad taste, this is everything an Addams family movie ought to be.

If the film has a weakness, it is the plot (avaricious nanny sends the children away to camp, gets married and then tries to murder Uncle Fester) which stretches a little thin at times.

However, there's so much else going on, I hardly noticed. The scenes at camp will strike a chord with everyone and there's a broad range of vicious humor for the whole family.

As directed by ex-cinematographer Barry Sonnenfeld, Addams Family Values is full of invention and rushes along at a heady pace. The performers all revel in their roles. Anjelica Huston could have been born to play Morticia, but the film belongs to Christina Ricci as the perfectly deadpan Wednesday, a child with murderous intent. Joan Cusack is barely recognizable as the nanny with death and money on her mind. This is a delicious antidote to all the usual films about family life. Buy it.

Above: Anjelica Houston (center) is superb as Morticia in this wonderful tale of family life

Rating: ☆☆☆☆

STAR TREK II: THE WRATH OF KHAN

One of the best of the Star Trek movies (which on the whole have been very good) and a huge relief after the so sloooow Star Trek - The Motion Picture. Gone is the pomposity of the first movie, and in its place we get a rollicking good tale filled with all the best from the television series. It's as if everyone suddenly woke up and remembered what made Star Trek great in the first place.

The Wrath of Khan is basically an adventure story that boldly pits Kirk's Enterprise against Khan (a villain from the original TV series) in a battle for control of a new life-force. The pace is fast and the action well handled by director Nicholas Meyer, although a rather nasty torture scene seems a bit out of place in a Star Trek film.

Of course, there is still a great deal of Trekkie moralizing involving Kirk (at his humanist best), and great personal sacrifice and tragedy, but that's what the Star Trek mix is all about. All the regular stars are on display once again, with the addition of Kirstie Allen (of Cheers fame) who made an early career appearance as a new Vulcan member of the crew. Sadly she didn't become a regular.

It's not as much fun as Star Trek VI (also directed by Meyer), but for my money it runs a close second.

Rating: ☆☆☆

Left: Captain Kirk, Spock and Bones take on the evil Khan in a battle for control of a new life force

FAMILY PLANNING

JOHN HAWKINS, president of Philips Media Distribution, outlines to ANDY CLOUGH his plans for a new family of CDi players

Systems
CD-I
CD-ROM
CD-ROM

AC:Can you explain the strategy behind Philips' decision to launch the CDi 450?

JH: The main reason for the Magnavox CDi 450 is to bring a product into the US market at the "magical price point" of $299. This is a very significant step. It is not a sudden decision - we planned this over a year ago. We began shipping 450 players to America as soon as the announcement was made in June. The next model, the 550 - essentially a 450 with Digital Video cartridge included - will be launched at $499 in the US this September, bundled with a games controller.

AC: Will you continue to sell the CDi 220 and 200 alongside the 450?

JH: Yes. They are aimed at two distinct markets. I think consumers want a low-cost entry level CDi player, which is smaller and more portable, as well as a more traditional audio product. The next phase is to treat CDi as an additional function within other product ranges. So we will unveil a TV/CDi combination unit later this year and next year you will see CDi incorporated into stacked hi-fi systems. I expect other audio manufacturers to follow that example.

AC: I understand you are planning to introduce a plug-in MPEG board for the personal computer market. When will you do so?

JH: We are developing our own PC CDi board, which we will licence to some other companies, for launch in the first quarter of 1995. But you will see other manufacturers introduce their own MPEG boards later this year. This will allow us to introduce CDi software to the PC market, which is much simpler to use than CD-ROM. You just have to plug in and play.

> "The 450 and 200 are aimed at two distinct markets. Some consumers want a low-cost entry model."

AC: Earlier this year you said you would introduce a carousel player to accommodate the two discs needed for films and some music titles. Is that still going to happen?

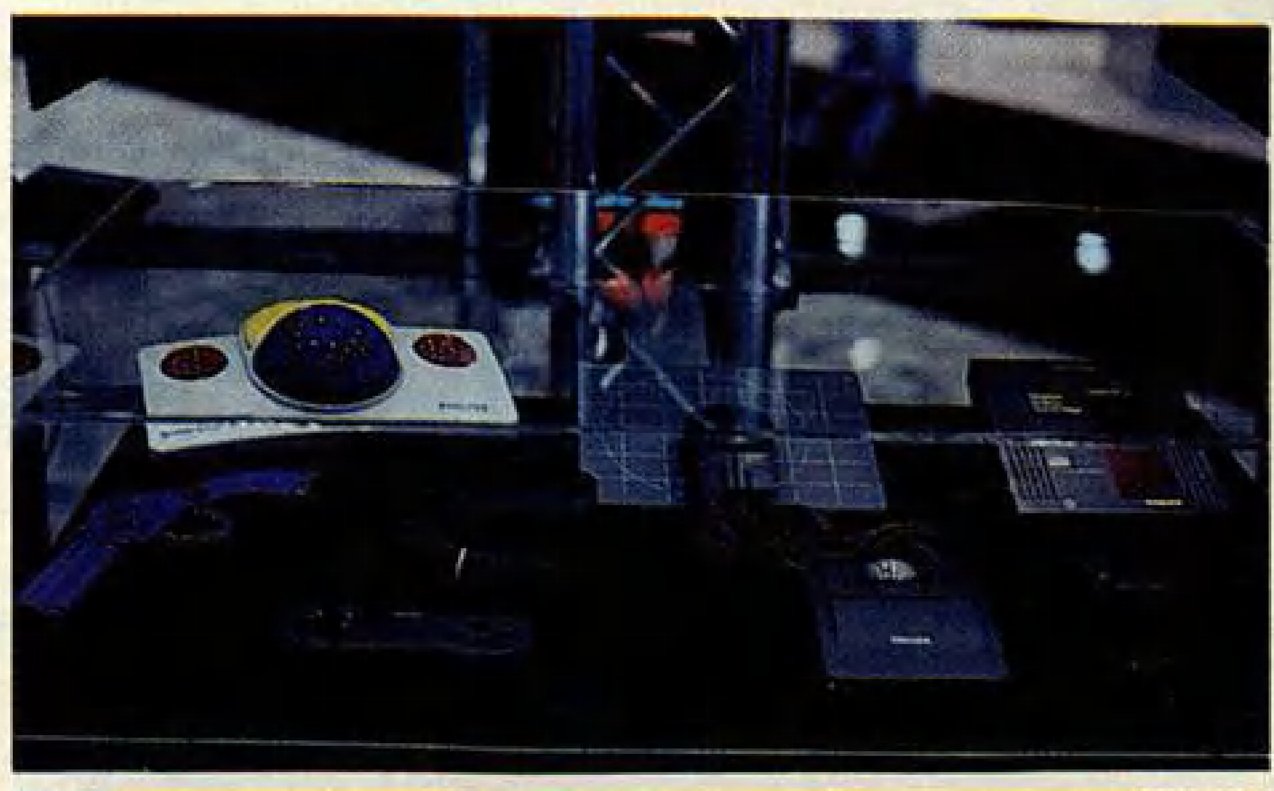
JH: Yes. We have decided to take advantage of the fact that there are already some good carousels in existing audio systems. We are evaluating the best one to use and will launch it in the first three months of next year.

AC: When exactly will you start encoding CDi titles to the new White Book Video CD standard?

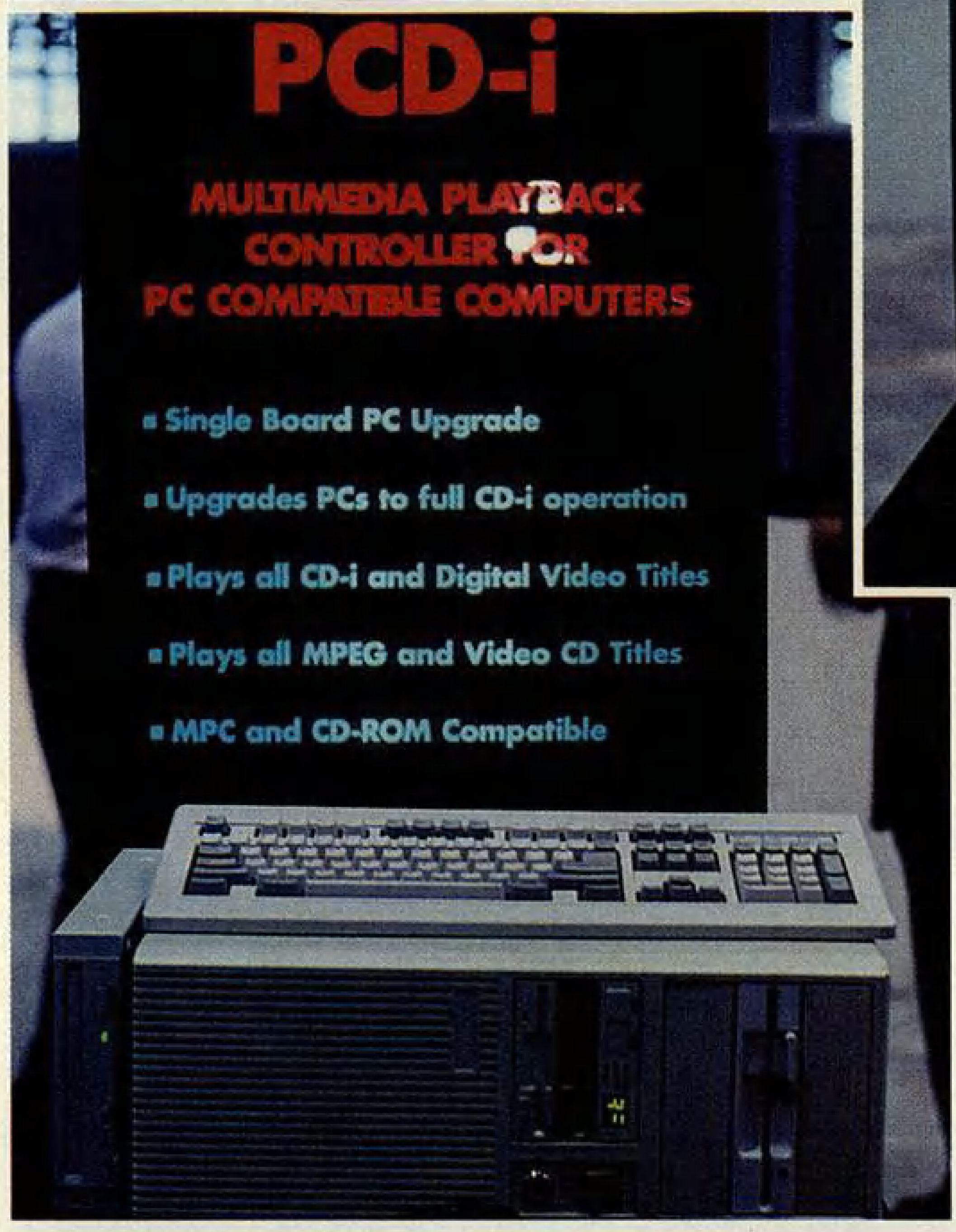
JH: We have already started encoding to White Book. Wayne's World 2, Addams Family Values and Goldfinger are the first White Book titles.

AC: Will you re-encode the back catalog of existing CDi titles to the White Book standard?

The new 450 player from Philips is designed to be more portable



TVCD-i
COMBINATION
CD-i PLAYER AND
PLAY AGAIN ?
YES
NO


PCD-i
MULTIMEDIA PLAYBACK CONTROLLER FOR PC COMPATIBLE COMPUTERS
Single Board PC Upgrade
Upgrades PCs to full CD-i operation
Plays all CD-i and Digital Video Titles
Plays all MPEG and Video CD Titles
MPC and CD-ROM Compatible

Above: Philips will introduce a combination TV/CDi unit later this year. Above, left: the full selection of CDi controllers. Left: Philips is developing an MPEG board for the PC

JH: Yes, we will. Obviously, as a publisher, we want to take advantage of the introduction of dedicated Video CD players.

AC: You are now releasing titles on CDi and CD-ROM. Do you see CD-ROM as ultimately being a bigger market for Philips?

JH: As a publisher we own certain rights, so if it makes sense, we will launch some titles on both formats where appropriate. It will depend on the title. Some products play much better on CDi.

AC: How many CDi players have you sold worldwide?

JH: 400,000, as of June 1994.

AC: What is your target for the end of this year?

JH: One million.

AC: Philips is keen not to promote CDi as just a games console, but games are the biggest selling software category and that is what consumers want. Aren't you effectively trying to buck market forces?

JH: We have produced game titles in the past year that are significantly better than anything else. The software is improving all the time.
Take The 7th Guest as an example. We have put the video element back into video games. But you have to remember that there has been a decline in the video game market and people are getting tired of simple platform games. CDi offers much more than that.

AC: Do you think movies and music video discs, which have little interactivity at the moment, will sell on CDi?

JH:: We can offer light and heavy interactivity with our titles. Obviously games are more interactive, but you can exploit the interactive elements on movie and music discs as well.

AC: Are you concerned about the launch of rival platforms such as 3DO?

JH: We shouldn't really compare ourselves with 3DO. They have taken a different position - 3DO is an expensive games platform with almost 100 per cent games software. At $499 they are subsidizing the product.
If it is to succeed, they have to reduce the price of the player to below $200. And it doesn't have Digital Video. 3DO must add DV to have a comparable product to CDi.
We can define our own destiny because we control the hardware and software. We can integrate CDi functionality into other systems.

AC: How long do you think it will be before recordable CD systems are available in the consumer market?

JH: We won't see that development for some time - probably five to ten years. We already produce professional recordable CD systems, but they cost several thousand dollars and are too expensive for the consumer market.

A CDi system can play music videos, movies and computer games off a standard compact disc. But how does it all work? CHRIS CAIN takes a closer look at the technology inside the CDi player

PHILIPS
disc

Technical Talk

At the heart of the sleek Philips CDi 220 case is a Motorola microprocessor, similar to the one found in home computers like the Commodore Amiga and Apple Macintosh. This Central Processing Unit (CPU) controls all programs and can be thought of as the brains behind the unit. It's a 16-bit chip, which means it can compute with up to sixteen bits of information at once and runs at a speed of 15MHz.

The CPU works in conjunction with a number of other co-processors, a megabyte of Random Access Memory (RAM), and a built-in program called the Compact Disc Real Time Operating System (CD-RTOS). Together, they are responsible for controlling the rest of the player and handling software stored on the discs.

When you put a disc inside the player, CD-RTOS immediately investigates to find out what's on it. If it's an audio CD, up pops the music track selector, but if it's a Kodak Photo CD, Video CD or CDi disc the player looks for a "boot" program. A boot program tells CD-RTOS about the rest of the data on the disc, then proceeds to present its contents to the user.

A CDi disc can hold 650 megabytes of information and all data is stored in small two kilobyte "sectors". There is no rigid format for these to be arranged in, but software developers often place corresponding pieces of data next to each other. This makes loading new information faster as the player doesn't have to look all over the disc to find the next relevant sector.

CDi discs use this technique to build what we call Real Time Files - a string of sectors containing interleaved images and sound. The player can follow this stream of information without interruption and give a continuous, real-time presentation. This function means that during a disc sequence you can hop from one language to another without interruption. Of course, sometimes a title that provides the user with constant choices must rely on random access.

SOUNDS AND PICTURES

When graphic data is loaded, it is delivered to the display co-processor, and, just as with top computers, there are several different types of graphic "modes" available. CDi hardware supports three modes and the programs can use the one most suited to them.

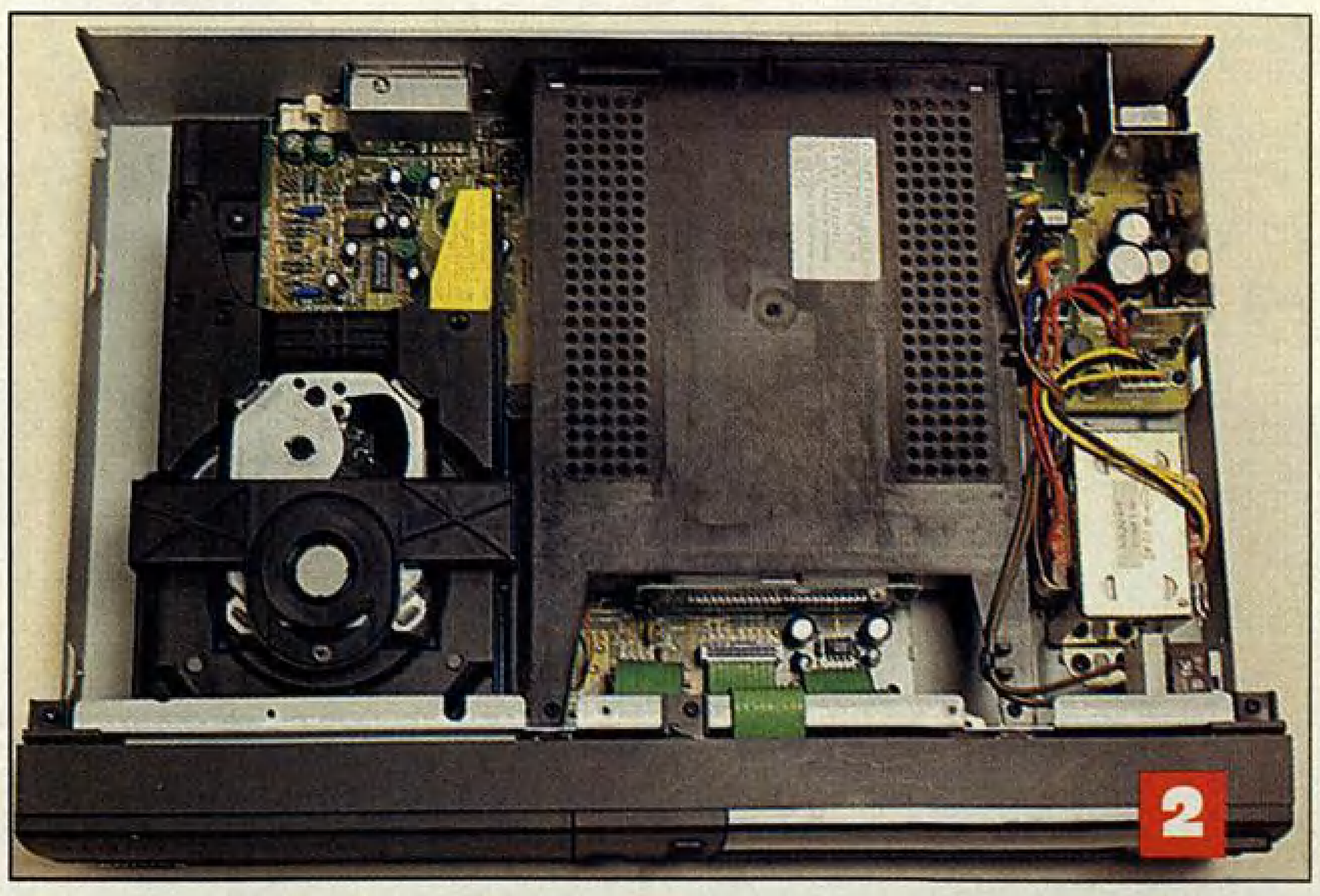
The first of these is known as Color Look Up Table (CLUT) mode, which allows up to 256 different colours to be used on the screen simultaneously. Software can choose these from a palette or look up a table of 16.7 million shades. CLUT images are mainly used for cartoon animation and, when compressed with a special programming technique called Run Length Encoding (RLE), can be displayed very quickly.

The other two graphic modes are RGB and DYUV, which show up to 32,768 colours or the full palette respectively. These are only used when the absolute best quality is essential, such as on a Photo CD. For this display mode pictures are captured using quality 24-bit video cards. That is why CDi games can be "photo-realistic".

Good programmers can produce outstanding effects with the graphics processors by mixing display modes.

All CDi, computer and television displays are made up of a series of picture elements or "pixels" arranged in a rectangular grid. CDi supports resolution grids of 384x240 pixels for standard images, and 768x480 pixels for TV quality displays.

Another important, yet simple, part of the CDi system is the sound, and Philips' players use a BitStream Audio Processing Unit (APU) like those used in the best CD audio players. When digital audio information is read from the disc it is passed directly to this chip, which then converts it to analogue sound and sends it through your speakers. To keep



Insert this side up
CD-I
Digital Video Cartridge
For Philips CD-I Players
PHILIPS

1 The Magnavox 200 and 450 players from Philips
2 Inside the Philips 220
3 Digital Video cartridge
4 A selection of controllers

continuous audio going, the APU is equipped with two memory "buffers", and while new sound is loaded into one, the APU plays the contents of the other.

The capacity of a CDi disc allows for up to 74 minutes of CD quality sound, but once you add program code and pictures this is reduced accordingly. However, it is possible to regain audio time using a slightly lower quality level. Dropping to the equivalent of a first class stereo FM radio signal can give up to four hours, and going to the lowest level supported could provide a whopping 19 hours of mono speech! This tends to be used only for CDi background music systems installed in hotels, restaurants etc.

CONTROLLERS

All CDi players come with a remote control, which works in exactly the same way as any other. A special games controller called the touchpad is also available, giving greater control with fast-action titles.

The controllers connect directly to the player via the RS232 peripheral connectors. Two ports mean two controllers can be used simultaneously, and dual player games are being developed at this very moment. Controllers come in many shapes and sizes, from the easy-to-use remote control supplied with the player, to the special games controller, trackerball and even a mouse.

DIGITAL VIDEO

To play movIes, music videos and some of the more sophisticated games, the Digital Video cartridge is required. This simply plugs into the expansion slot at the back of the Philips 220/Magnavox 200 (or the top of the 450 and 550) and, using a highly advanced method of data compression developed by a body known as the Moving Pictures Experts Group (MPEG), gives it the ability to play up to 74 minutes of better than VHS quality video with CD sound.

MPEG encoding makes this possible by only storing the changes between each frame of video on the disc, and by discarding image data that isn't important. The results are astounding, and with the various deals signed by Philips and the Hollywood studios, we are now seeing some great films on CDi. This Digital Video function isn't just reserved for movies. Many titles set for future release combine video and animation to make interactive movies, games and reference titles. Also, many record labels are likely to release top artists' videos on CDi as well in the near future.

In addition to video, the cartridge provides another one and a half megabytes of extra memory, which will speed up programs by giving the player seperate chunks of program and video RAM. This will mean more and faster sprites on screen than ever before.

The CPU and graphics chips currently share the main memory and must take turns in accessing information. With the cartridge, they can both access their data simultaneously.

450 SPECIFICATION

Options screens:
General, Audio,
Memory,
CDi start-up,
CD-DA,
CD+G,
CDi Ready screens
Front panel :
I/O port (8-p Mini-DIN) for wired controller
Rear panel :
DC-in
Video (CVBS) out (yellow cinch)
Audio left and right out (white and red cinch)
DC-out (for RF modulator)
Top :
Disc compartment cover (right)
Digital Video compartment cover (left)
On/Off and start-up light

Learn all about the Blues, tour the Titanic or improve your sex life with the latest CDi titles from Philips Home Entertainment label

Billie
Holiday
Lady Day

Above: view pictures of famous blues artists. Right: you can read their bios too. Below: images of the era

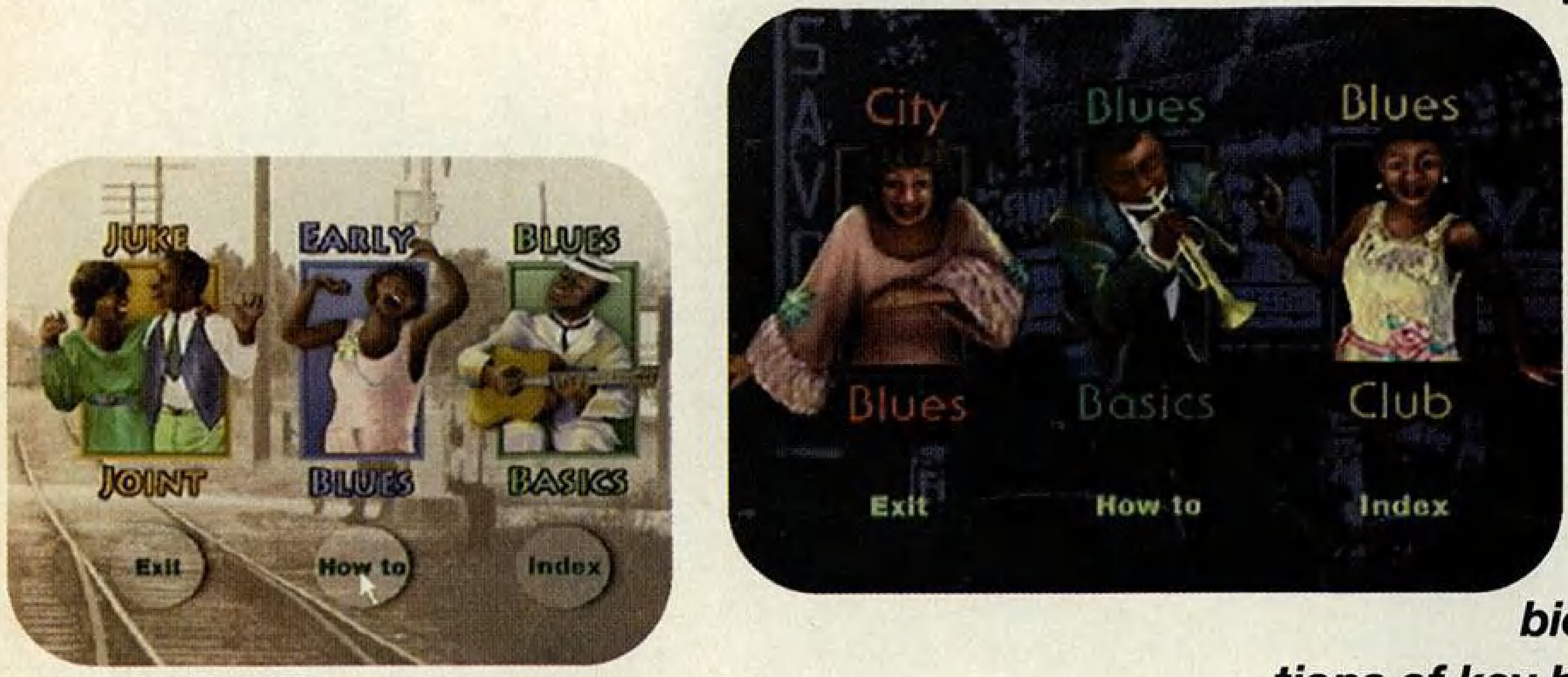
THE DOWNHOME/ UPTOWN BLUES

The Downhome Blues and Uptown Blues is a two-disc set developed in conjunction with the Smithsonian Institution.

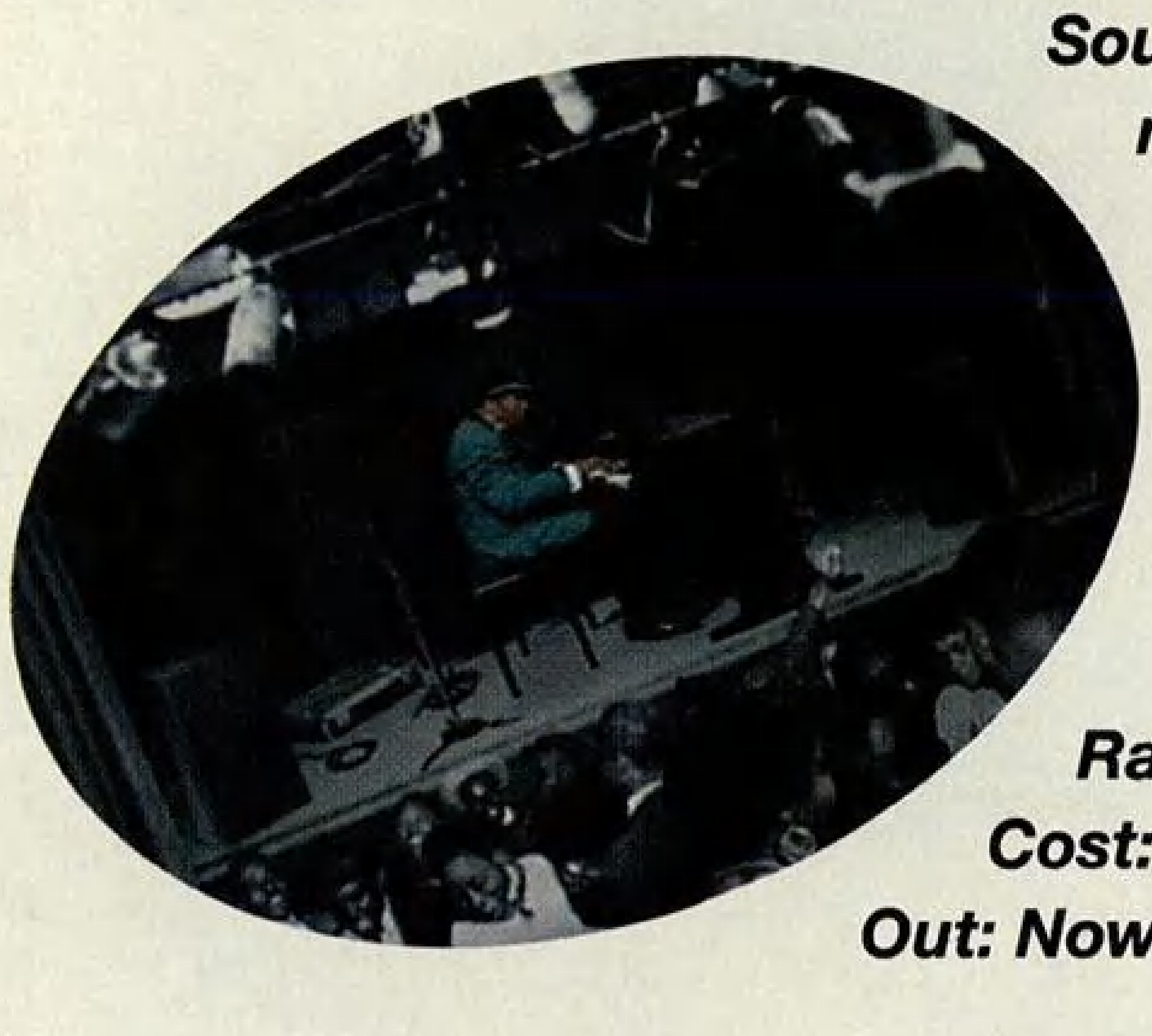
The Downhome Blues begins with a survey of the roots of blues in the early part of the 20th century. There are more than 42 recordings by 30 classic blues artists, including the legendary B B King and Muddy Waters. Viewers can play music, read lyrics, create song sequences, review musicians' biographies and explore demonstrations of key blues styles.

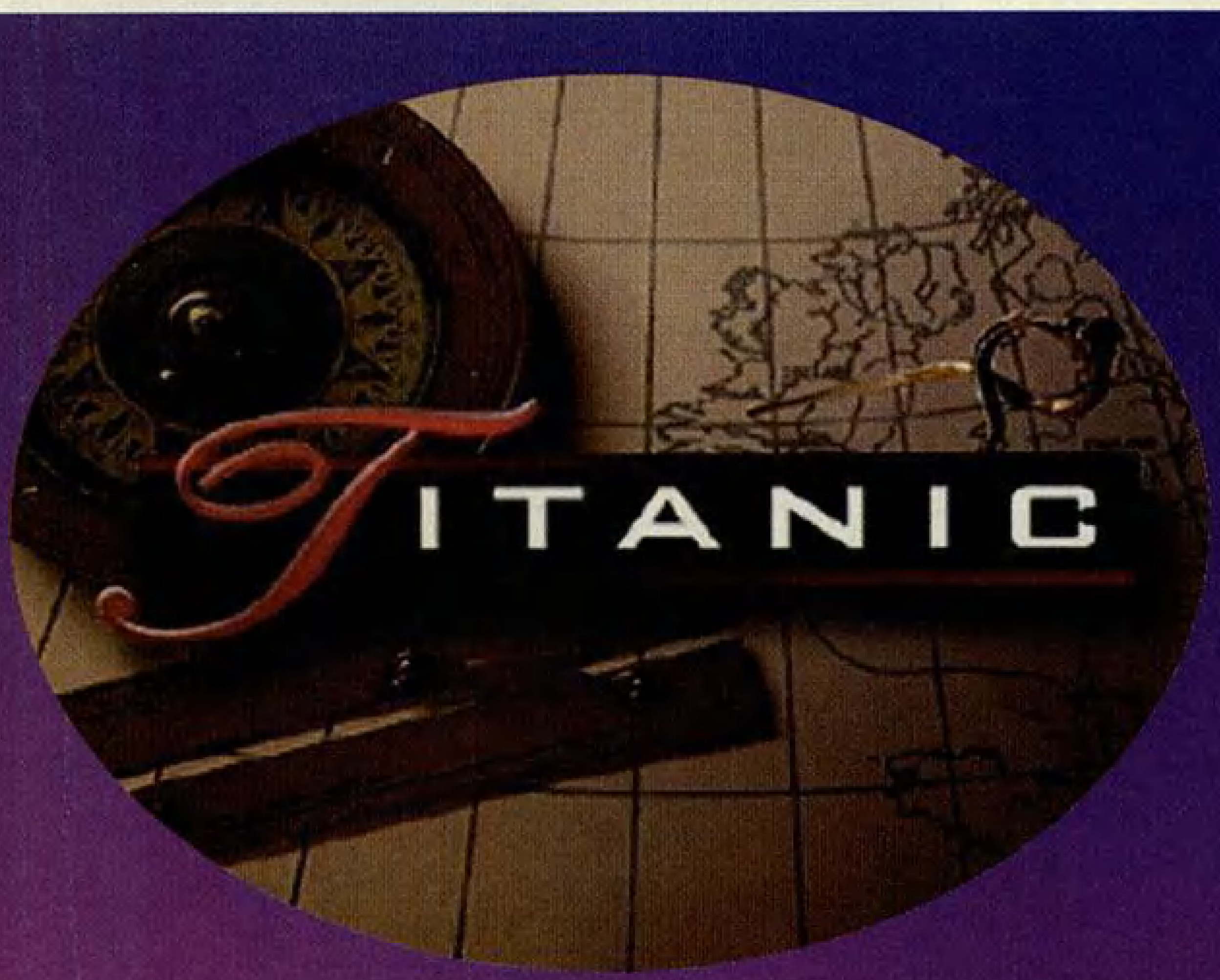
The second disc, Uptown Blues, traces the evolution of the blues from the rural South to the early days of rock 'n roll. There are 32 recordings by 25 musicians, including such greats as John Lee Hooker, Jimmy Reed and T-Bone Walker.

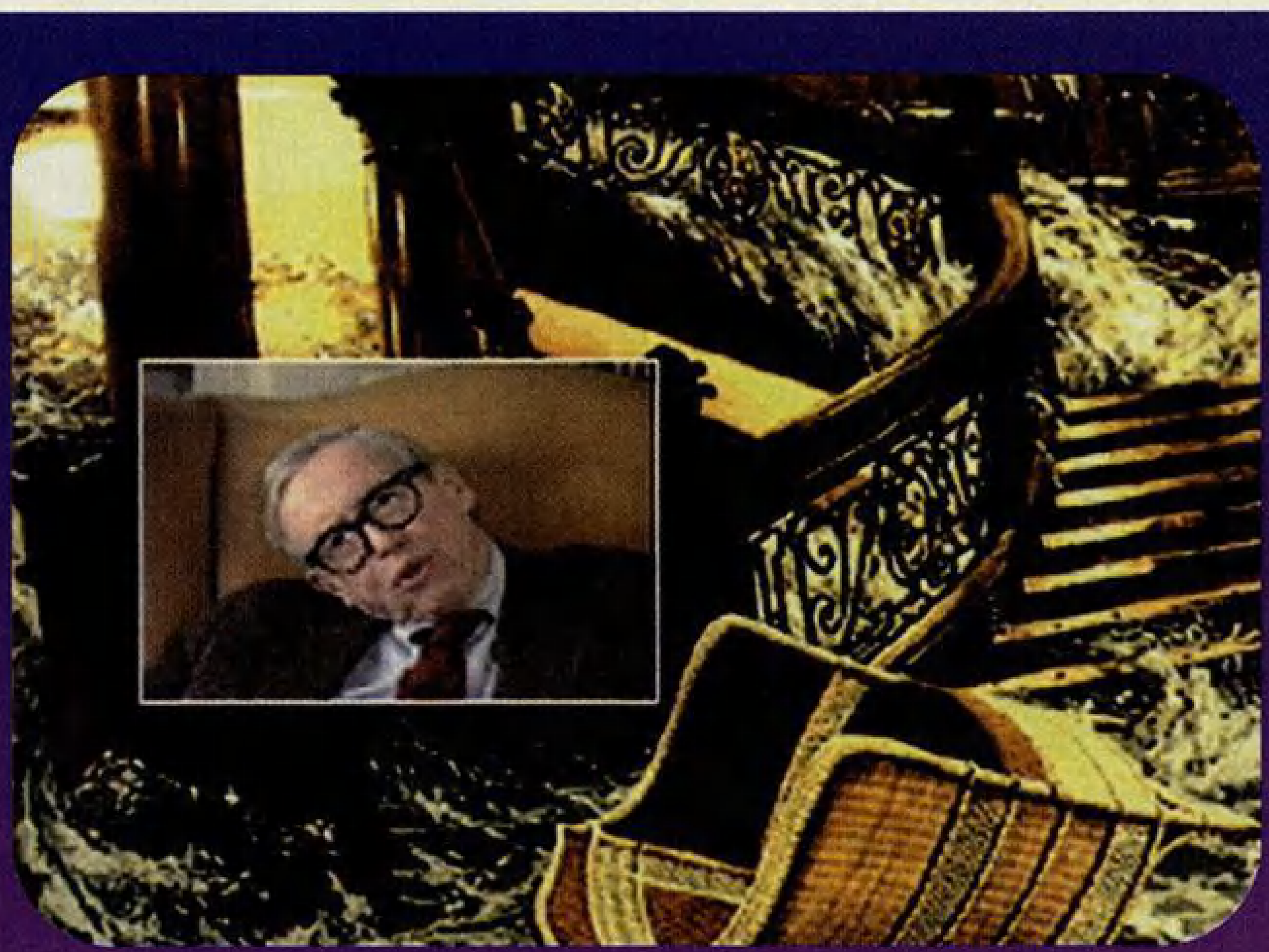
Rating: ☆☆☆
Cost: $49.98
Out: Now

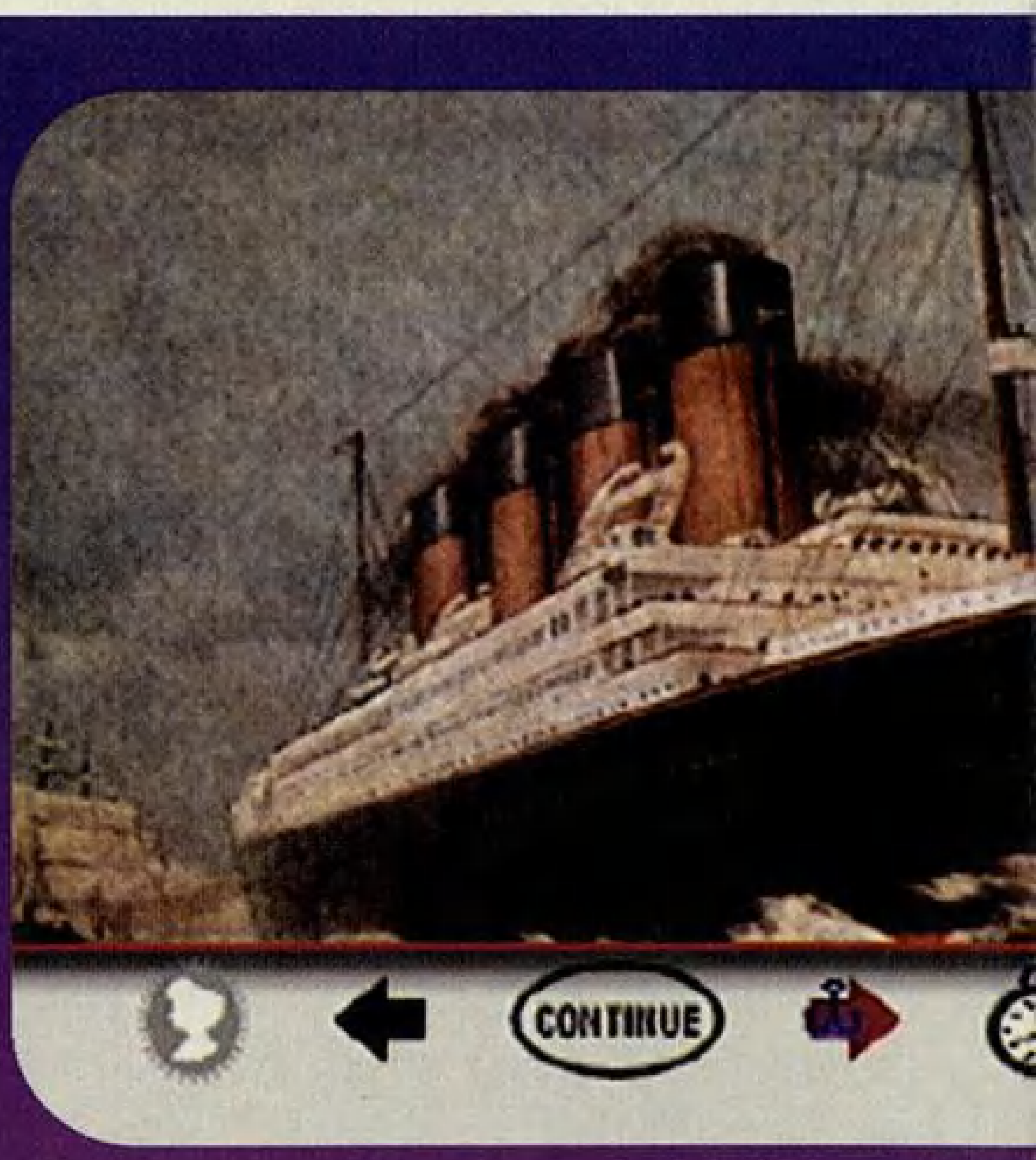


Above: intro screen menus. Below: still and video images









TITANIC

Titanic offers a multimedia exploration of the world's most famous shipwreck.

The disc contains two and a half hours of information narrated by Patrick Stewart of Star Trek: The Next Generation fame. There are more than 2,500 historical photographs, along with original paintings. Thirty per cent of the videos and photographs on the disc have never been seen publicly before.

Viewers can access actual ship diagrams and follow the storylines of passengers and crews. The disc is based on an adaptation of the best-selling Madison Press books Discovery of Titanic, Exploring the Titanic and Titanic: An Illustrated History.

Titanic offers a fascinating insight into one of the world's greatest disasters and includes video footage of the underwater wreckage.

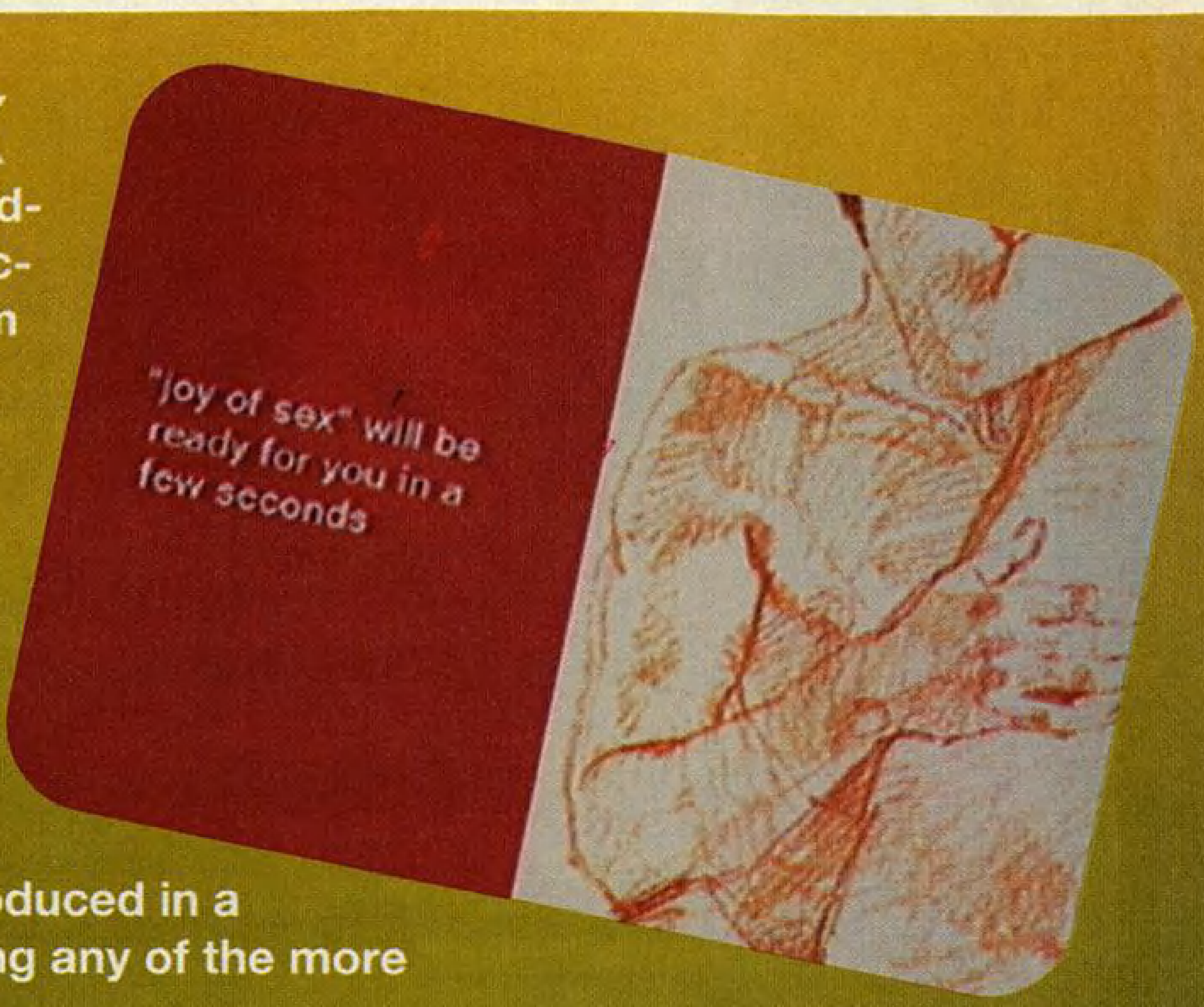
Rating: ☆☆☆☆
Cost: $49.98 Out: Now

Above: the disc includes interviews with Titanic expert Walter Lord. Right: the ship in all its original splendour

Ratings: ☆=poor
☆☆=average
☆☆☆=good
☆☆☆☆=very good
☆☆☆☆☆=excellent

Born in 1915 in
BALTIMORE, MD.
Moved in 1927 to
NEW YORK CITY
to join her mother.
Died in 1959 in
NEW YORK CITY.

THE JOY OF SEX


"joy of sex" will be ready for you in a few seconds

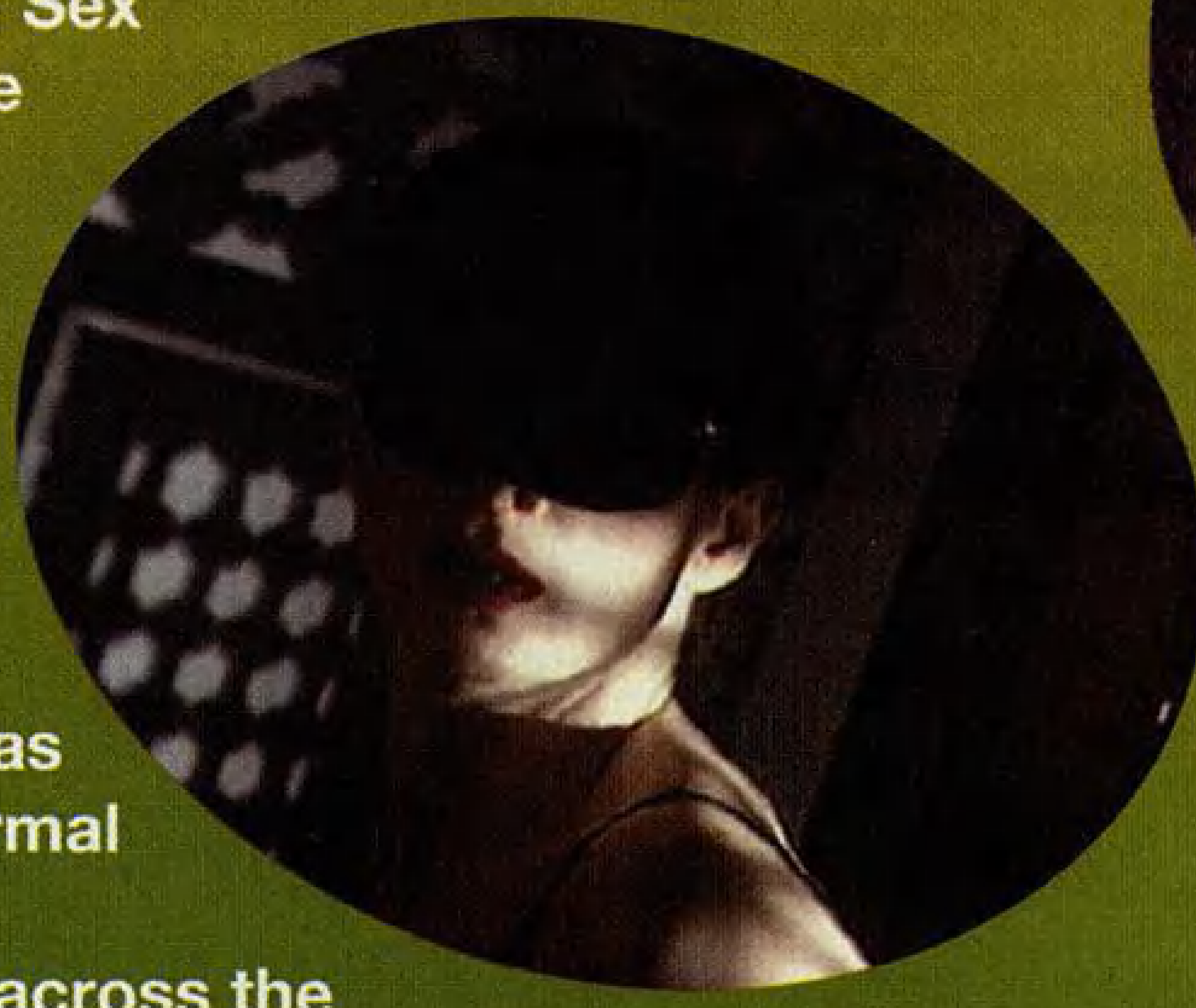
It was only a matter of time before someone decided to bring sex to CDi. The combination of interactivity and Digital Video provides a perfect platform for electronic publishing and it is no surprise that Philips is about to release The Joy of Sex on CDi. It may help you to improve your sex life and the disc will even assess your sex drive!

Make no mistake, this is definitely a title for adults. It is aimed at people who "want to enjoy their sex to the full" and who enjoy a wide sexual repertoire. Inevitably, a title of this nature will arouse a few banner headlines in the media. But the disc is anything but salacious. It has been produced in a factual, clear and informative way without avoiding any of the more difficult issues.

Issues such as AIDS and HIV are dealt with factually and offer clear advice on how to practice safe sex.

The main menu gives you the choice of an introduction; guides to how four different people feel about sex; insights - into areas such as fun and fantasy, making it last and what is normal; a questionnaire; and the Joy of Sex game. You can pick the guide who you think most closely relates to you and see what he or she has to say.

Digital Video is used to full effect. One of the strange effects of this is that you forget the pictures are coming off a compact disc. You feel as if you are just watching a normal video or TV program.



Above, left: video sequences.
Below: your four guides

Moving the cursor sideways across the screen will reveal the two sub-menus. This is where you get to the heart of the disc. Actors and actresses act out different scenes. These include dressing up, bondage, making love in front of a mirror and doing a strip tease.

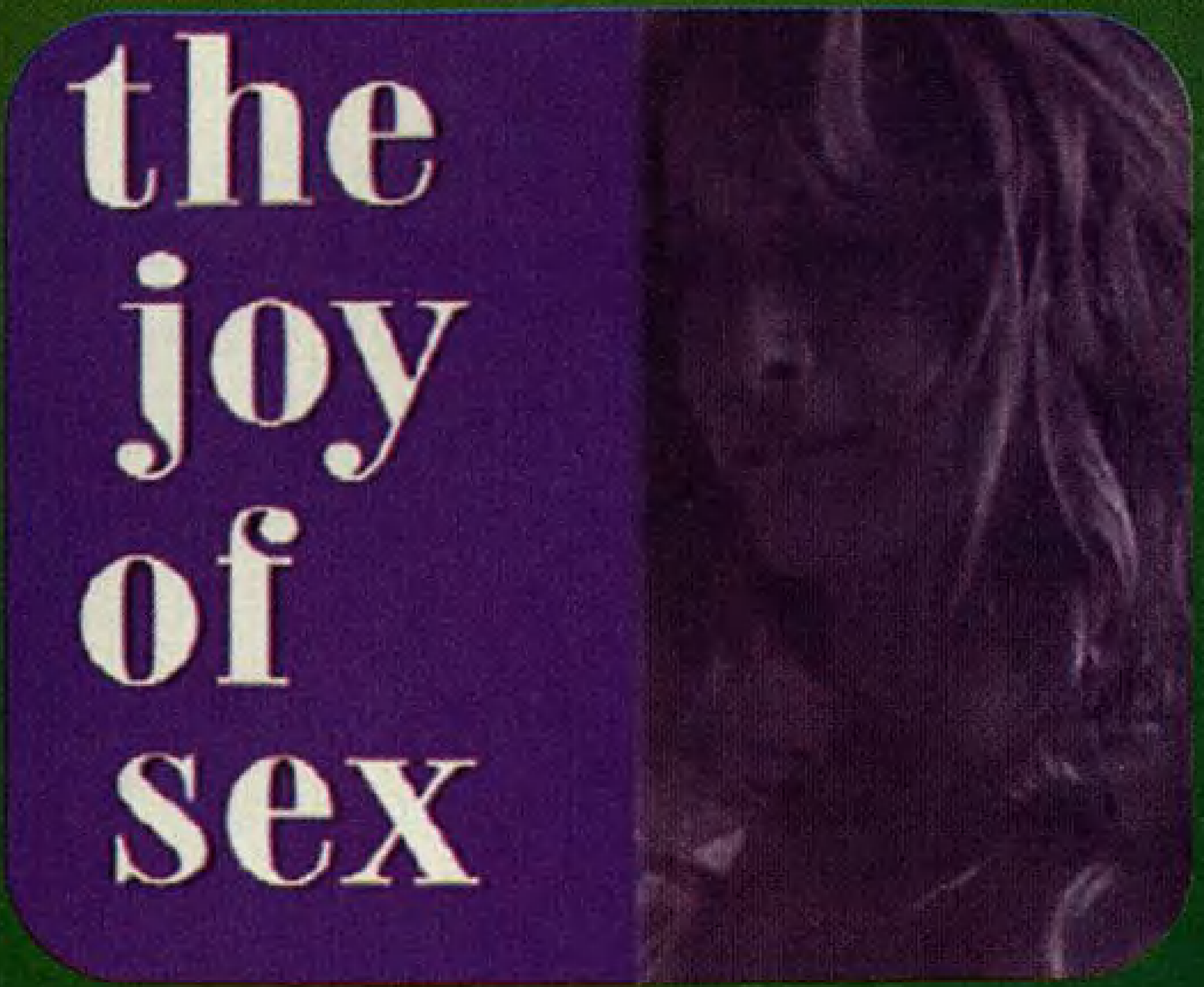
There are tips on problems such as premature ejaculation and how to enjoy sex as you get older.

In the questionnaire, you are asked to look at a selection of pictures and then rate each one from one to six. The disc will then analyze your Joy of Sex rating and put together a personalized video tour for your enjoyment.

The Joy of Sex game is designed for both partners to play. It is intended to reveal how little or how much you know about your partner. Does she, for example, like having her toes sucked?

One partner looks at the image on the screen, while the other looks away. The second partner must then guess which of the given responses to that image the first partner chose.

It's all good, clean fun. Most adults should find this disc entertaining and informative, and you may even learn a thing or two! CDi is the ideal system for this type of disc, with easy-to-use controls, perfect Digital Video and lots of on-screen help. You don't need to be a computer expert to play this one.



Rating: ☆☆☆
Cost: $49.98 Out: September

THE MAKING OF THE JOY OF SEX

BEN SOUTHWELL talks to the production company, Cloudscan, which developed The JOY OF SEX on CDi

The phone rang. How would I feel about doing an article on the making of the CDi version of The Joy of Sex?

I thought of quite a few things I could have said, but once all the obvious jokes were out of the way, reality dawned.

Just how do you go about turning such a phenomenally successful book into a CDi title incorporating all the benefits of interactivity and full-screen Digital Video?

My first port of call was the British multimedia production company Cloudscan, which produced the disc. The husband and wife team of Peter and Rona Bratt were the people who had the original idea.

The Bratts felt sex was an area that would suit multimedia. They were keen to avoid the trap of sensationalizm, preferring to seek out a title that would help people learn more about sex in a sensitive and caring way, while still being fun. For them, the best candidate appeared to be the original Joy of Sex book.

After carrying out the necessary market research, Peter Bratt approached Simon McMurtrie at publisher Mitchell Beazley (part of Reed, which publishes The Joy of Sex books) to try and interest him in the project.

Publishers are notoriously conservative. At first, the prospects were not good. But McMurtrie proved to have an open mind on the subject. He did, however, need to be persuaded why he should be interested in a multimedia version of the book.

So the Bratts set about creating a design that would show how multimedia would bring added value to the title. They came up with the idea of using multiple points of view as possible options, designed a structure where users could choose how they moved around the disc and showed how the sections on guides, insights and the questionnaire could all be used. They also came up with the idea of a simple sex game.

To explain what they had in mind, they developed a 30-minute demonstration using a Mac Hypercard so that McMurtrie could see the possibilities for himself. He was convinced and gave the project the green light.

The next task was to select a platform. The Bratts saw that Philips was serious about CDi and that Digital Video was a reality. No other platform could offer this. The result was a co-publishing deal between Philips and Reed with Cloudscan as the production company.

With the deal in place, the real work began. The first stage was to produce a detailed design, budget and schedule.

The choices were limited only by the size of the disc and the skills of the programmers. A CDi disc can play 74 minutes of Digital Video.

The Bratts did not want to use only video. Their market research had shown them the power of the drawings in the book and they felt very strongly that this was a resource they wanted to use.

So they set about designing the disc. They selected Epic Interactive Media of Brighton, UK as the software house as it had extensive experience of Digital Video.

The scripting of The Joy of Sex presented its own problems. Everyone agreed on questions of taste and decency, but the exact style still took a little sorting out.

Scripting also highlighted some of the problems peculiar to a Digital Video on CDi. There was a definite learning curve for the writer, who initially wrote scenes that were inextricably linked to each other, assuming people would watch the disc in a certain linear way. Add to this the invention of four different points of view on one story and the challenge becomes enormous.

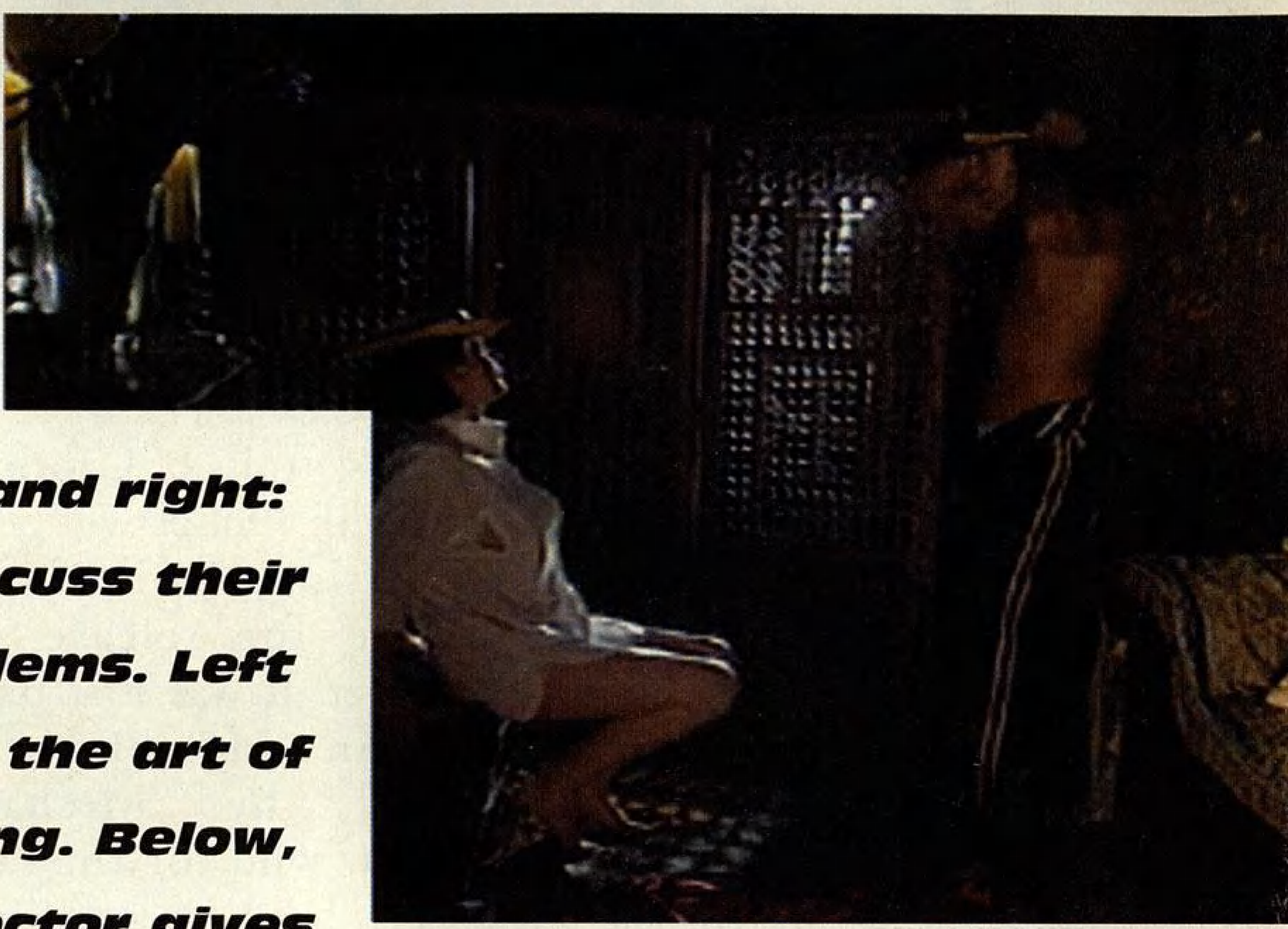
Once the script was in place, shooting began. As this was one of the first consumer DV titles produced, a great deal of what they were doing was in the realms of the unknown. Cloudscan put together a test reel featuring as many different types of shots as they could find: very dark scenes, bright sunshine, different shooting styles and so on. Epic then encoded this on to CDi to check the results.

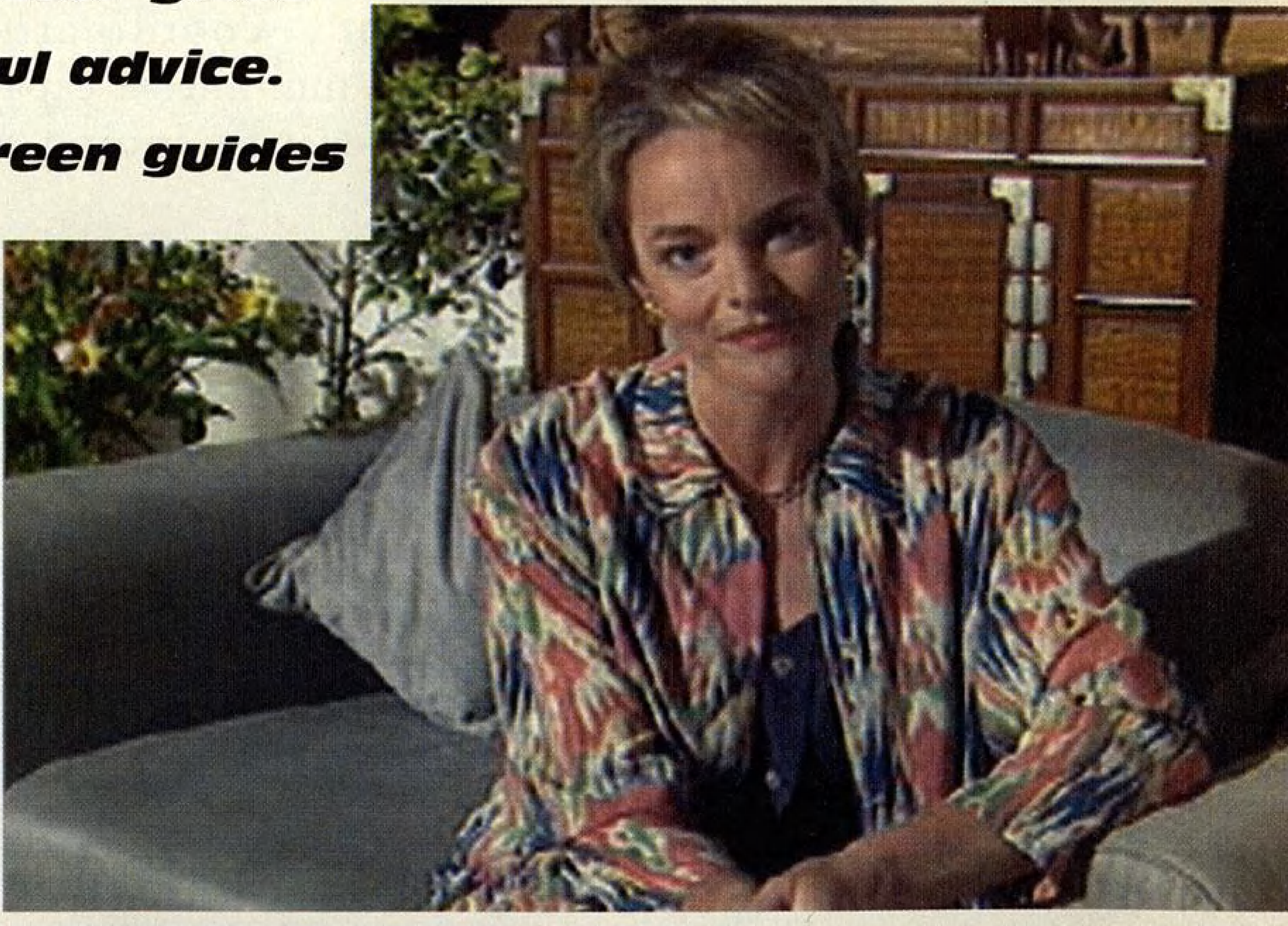
To produce the best quality video possible, Cloudscan hired an experienced drama director and crew.

The cost of making a CDi — The Joy of Sex is rumoured to have cost nearly $750,000 — means that it is often necessary to release a title in several countries at the same time. This meant Joy of Sex had to be produced in four languages: English, American, French and German.

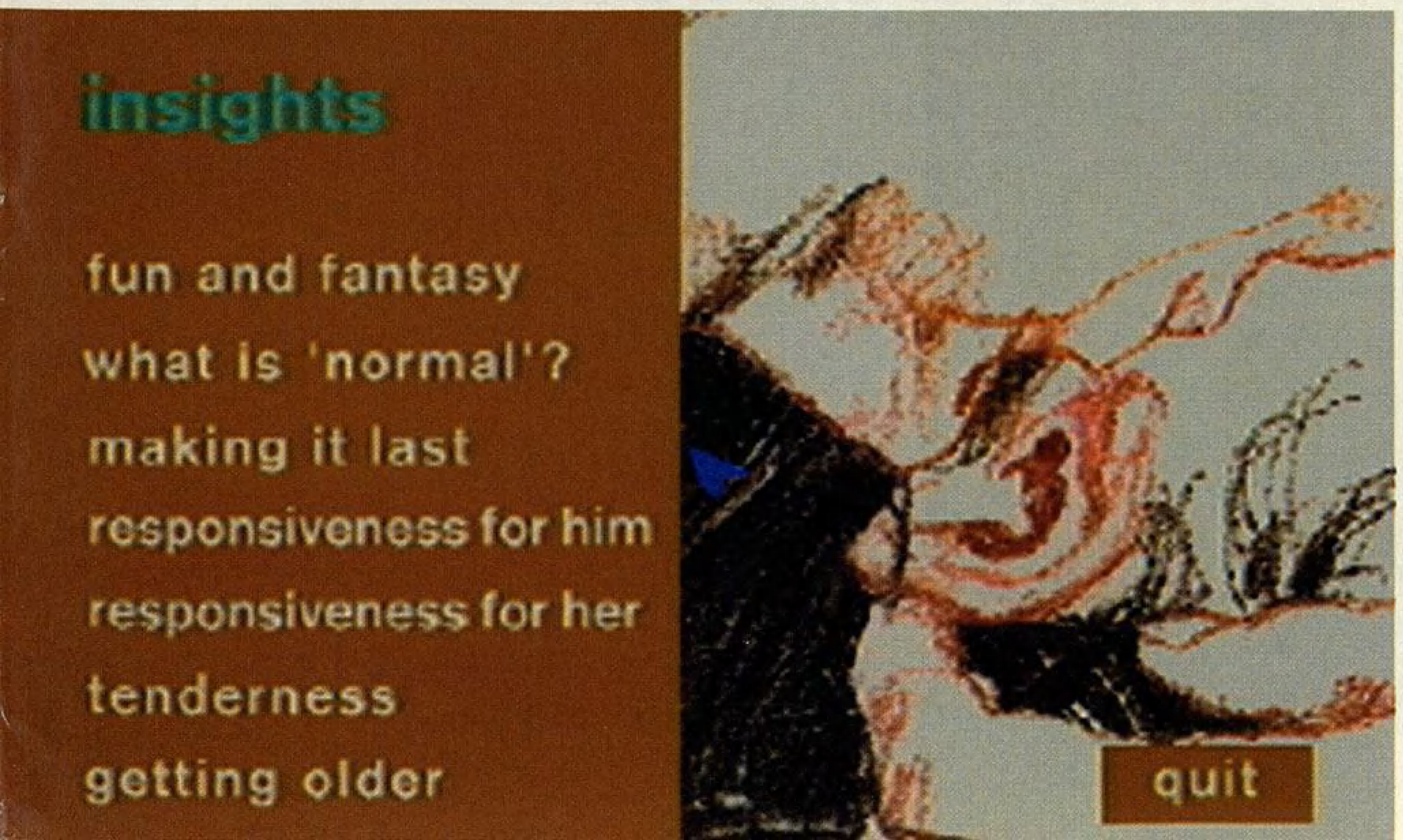
Once the images had been filmed, they were then encoded and 'poured in' to the skeleton structure by Epic. The sound was recorded in a digital sound studio and then passed on to Epic who added it to the disc.

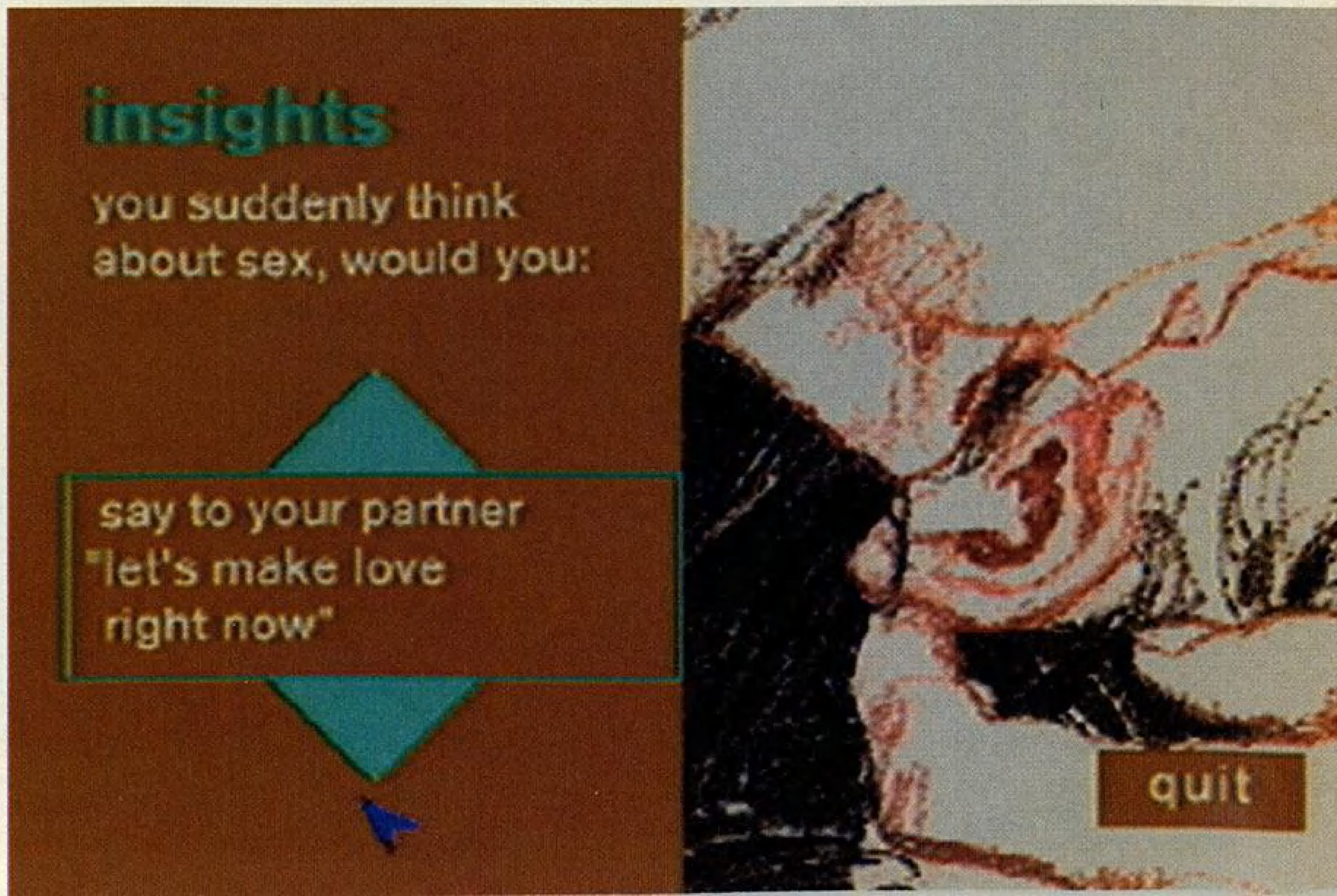
The only part that had to be changed significantly was the game. In its original form it played too slowly and didn't work. The game was re-programmed to speed it up.





Top, left and right: actors discuss their own problems. Left and right: the art of role playing. Below, right: a doctor gives you helpful advice. Bottom: screen guides


insights
fun and fantasy
what is 'normal'?
making it last
responsiveness for him
responsiveness for her
tenderness
getting older
quit


insights

you suddenly think about sex, would you:

say to your partner "let's make love right now"

quit

PETER GABRIEL will soon release his multimedia video project, All About Us, on CDi. ANDY STOUT reports

ALL ABOUT GABRIEL

Box, a small village situated a few miles outside Bath in England, seems an unlikely place for a multimedia revolution. It's quiet and it's old; stone houses cling to the hillsides as they have done for centuries, but down in the valley by the river lies Peter Gabriel's Real World organzisation, one of whose branches, Real World MultiMedia, has recently unleashed Xplora 1 on the world.

At the moment Xplora 1 is only available on CD-ROM for the Apple Macintosh. But it is hoped a CDi version could be available in the near future, now that Gabriel has agreed to release his work on CDi.

The first fruits of Gabriel's liaison with Philips will be a CDi version of All About Us, due for release in September. It was first produced on video and was directed by Michael Coulson, who for the last two years has been responsible for coordinating Gabriel's multimedia expansion and influencing all areas of his visual work.

All About Us features seven videos, each preceded by rare interview clips with Gabriel and the directors and producers he has worked with. It includes five tracks from Gabriel's critically-acclaimed "US" album, including the Grammy Award-winning video for "Digging in the Dirt", the top ten hit "Steam" (which has won two MTV video awards), "Blood of Eden" and "Kiss that Frog".

Also featured for the first time are the videos from Come Talk to Me, "Zaar" from the Passion album and a remixed video of the 1977 hit "Solsbury Hill".

"Artists with Peter's vision are not only intrigued with CDi technology, they are embracing it," says Bradford Auerbach, vice-president business affairs, Philips Interactive Media America.

Gabriel has always been an innovator. In the early 1980s he was one of the pioneering users of sampling technology, peppering his solo albums with odd and unusual sounds stored on a Fairlight. He was also one of the great champions in bringing world music to a greater mass-market audience, co-founding WOMAD (World Of Music, Arts and Dance) in 1982 with the goal of breaking down cultural barriers in a series of festivals which are still going strong. So it's no surprise that in 1994, while a majority of the music industry dithers over interactivity, Gabriel plunges onwards.

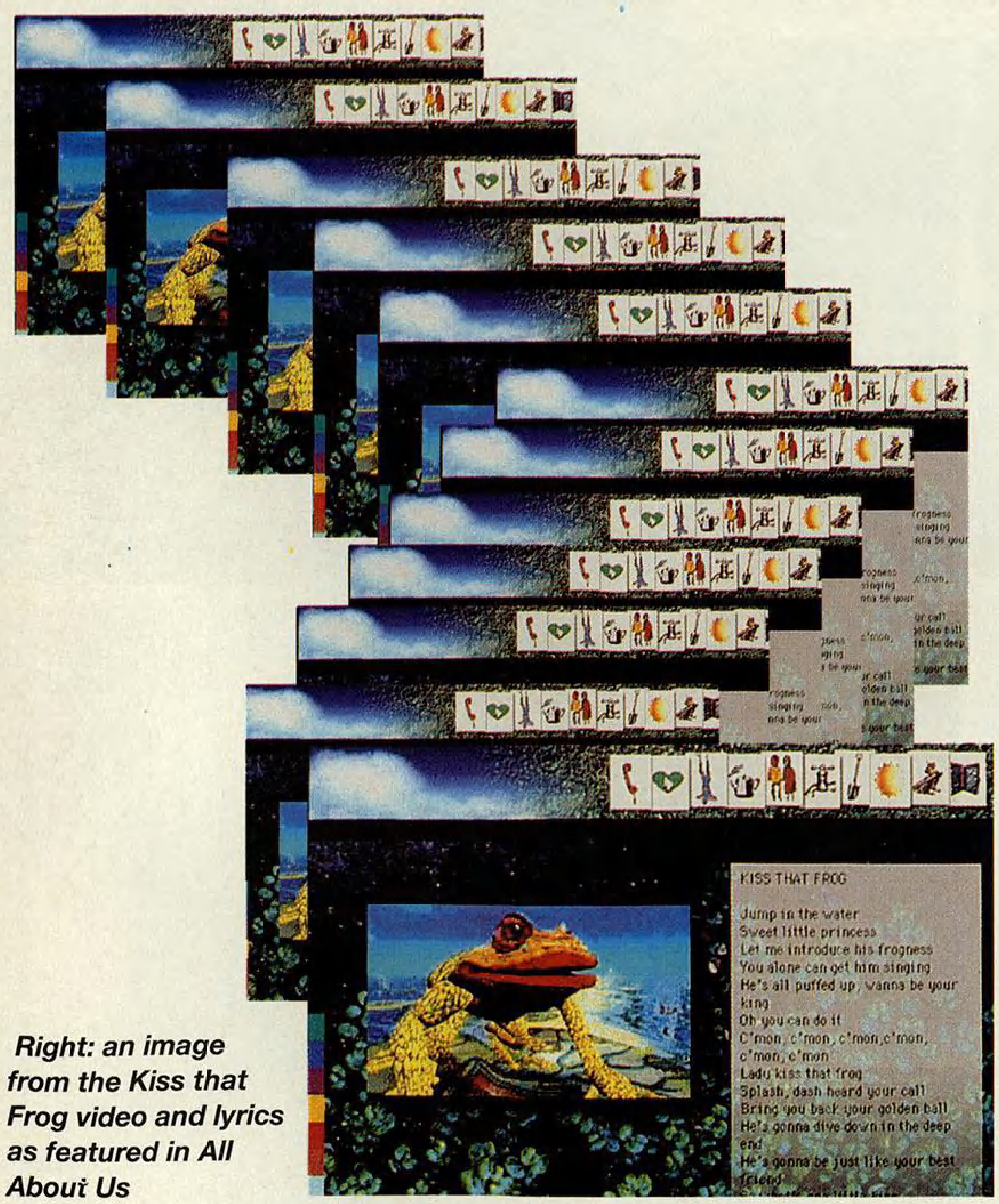
"It is very exciting to be an artist at this particular time because there is a fundamental revolution happening in the way people communicate with each other," Gabriel says. "I think it's going to change the way people interact, the way that we live and even the way we think.

"Interactivity is exciting because it helps us not just to be artists but to provide a lot of material for the audience to participate in - so that eventually they become artists themselves and can use what we create, in a sense as collage material, as stuff to explore and learn about from the inside."

> ***"I think interactive media will really become a creative catalyst to charge us and accelerate us on journeys of exploration"***
>
> **Peter Gabriel**

His latest project, Xplora 1, certainly embodies these ideas, albeit in a first-generation form. Forty people on two continents worked on the CD-ROM, combining a host of different media and 50 artists from 18 countries into its 600 Megabytes of data.

"We have divided Xplora 1 into four sections," says



KISS THAT FROG

Jump in the water
Sweet little princess
Let me introduce his frogness
You alone can get him singing
He's all puffed up, wanna be your king
Oh you can do it
C'mon, c'mon, c'mon,c'mon, c'mon, c'mon
Lady kiss that frog
Splash, dash heard your call
Bring you back your golden ball
He's gonna dive down in the deep end
He's gonna be just like your best friend

Right: an image from the Kiss that Frog video and lyrics as featured in All About Us

Top to bottom: photos by Kate Wolmesley, Amy Robbins, Paul Cohen and Michael Coulson

Gabriel. "The first deals with 'US', the record and the videos. You get a chance to see the making of four of the videos and there are interviews with the directors. There are also interviews with some of the artists that we invited to create works to accompany the songs on 'US'. I was very keen to have visual artists creating work in response to the music, and in that sense this has been a multimedia project from the outset."

In other sections of the disc, you can see record sleeves from all of the artists who worked on the project, hear them perform, take an interactive tour of the Real World Studios and create your own re-mix of "Digging in the Dirt".

The result is, thankfully, a long way from the all too frequent simple portings of video onto interactive formats. Xplora 1 has depth.

"This is new territory for all of us," explains Gabriel. "We really wanted to pack the CD-ROM full of ideas. There are over 100 minutes of video, 30 minutes of audio, over 100 still images and a book's worth of text, so there's lots of stuff to play around with and get lost in. Besides giving you the chance to get inside the music and the videos and start playing with the material yourself, we think that this new media should be a lot of fun, so there are some surprises and things that we hope will lead you down some mysterious paths.

"We wanted to call the new CD-ROM Xplora 1 because what we are trying to do is create environments, like a forest, in which people can have

Peter Gabriel photographed by Matt Mahurin for his latest multimedia project, Xplora 1

adventures. In a sense, up until now, artists have always provided a linear journey from one point to another and you have just traveled along it passively. With this new technology people can take their own routes, their own path through the trees - they can make their own garden here or construct a wood cabin somewhere else and personalize the experience."

This, if not quite yet the full power of interactivity, is certainly the potential of it all, as anyone who's fiddled with any of the top-of-the-range CDi titles is more than aware.

"It's a fundamental cultural shift from TV," he explains, "which for most people is a fairly passive sort of entertainment, to this interactive technology which is going to be something that can really activate us. I'm sure that people will still want to sit back and absorb things and that's how I use TV sometimes, just to switch off and become a zombie, but it's going to be flipped on its head. I think interactive media will really become a creative catalyst to charge us and accelerate us on journeys of exploration."

Xplora 1 certainly lives up to its name. A wealth of data has been included on the disc, with the Real World team taking great pains to make the interfacing as personal as possible. Gabriel himself appears quite regularly as an interactive guide and many of the screens are a collision of the hi-tech and the hand-made, designed to lessen the at times dehumanizing aspects of the new technology.

"One of the real pleasures for me over the last few years has been working with Real World Records," he says. "On the CD-ROM you get a chance to see the record sleeves from all of the artists we work with and if you click on any one of these, you can get into the album, hear a bit of the material and get some information about the artists; who they are and where they come from. There's all sorts of interesting music and some wonderful players and you can hear them perform, find out more about their instruments and click on them to hear what they sound like. " (Actually, there are eight fully mouse-playable instruments on the disc, specially sampled to provide the exact notes and tones). "There's also a section on the World Of Music, Arts and Dance that gives you a chance to visit a WOMAD festival, to go backstage and explore the site. You can see what's happening on the different stages and check out the performances of different artists.

"There is a behind-the-scenes section that lets you into all sorts of places you wouldn't normally get to go. If you look inside the drawer you'll find a few clues that will tell you where the journey is going to take you. There's an interactive tour of the Real World Studios that gives you a chance to go in and do your own remix of 'Digging In The Dirt'. In another room you can see us involved in writing and building up a song and in a third room you'll find Brian Eno with a group of musicians from different countries. You can select musicians to interact together in a jam session. You'll get a really good sense of some of the things that we do in the studio and how we shape the music we make.

"We have passes that will let you go backstage at the Grammys and the Brit Awards shows. There's a personal file with an interactive passport and a photo book - if you click on it you'll be able to play some of my old home movies. You'll find some of my past work there and also some of the more social and political things I've been involved with, so there's quite a lot of revealing stuff to explore.

"With the CD-ROM we wanted to give you the chance to get under the skin of my world."

Gabriel sees that what is starting now, with a small black box spinning CDs under your television set, is just the beginning.

He talks about pockets of the third world and then whole economies shifting straight into the information society, without passing through the industrial stages, and of governments being unable to censor the movement of information. On the wider scale, he sees interactive media as a means of empowerment.

"I think the new media will empower people because it provides us with a lot more tools," he says. "This is a great time to be working. Right now it feels as if we are on the tip of a revolution. These new media are coming at us very fast and they're going to transform the world in which we live.

"They're certainly going to transform the music business and there's a tremendous feeling of excitement. It's like the early days of rock when it seemed that the field was wide open and a universal culture was taking over the world - there was this big sense that anything could happen. I'm getting a similar sort of buzz at the moment. A lot of us who have an affinity towards visual things - pictures, film and video - are going to fall into becoming experience designers. In the same way that we built a specialist label with Real World Records, we're going to build an experienced design label with Real World MultiMedia.

"This is where I want the center of my work to be in the future. I'm really pleased to be able to take the first steps with Xplora 1."

Quotes taken from an interview with Peter Gabriel by Martha Ladly, editor of The Box, in fall 1993.

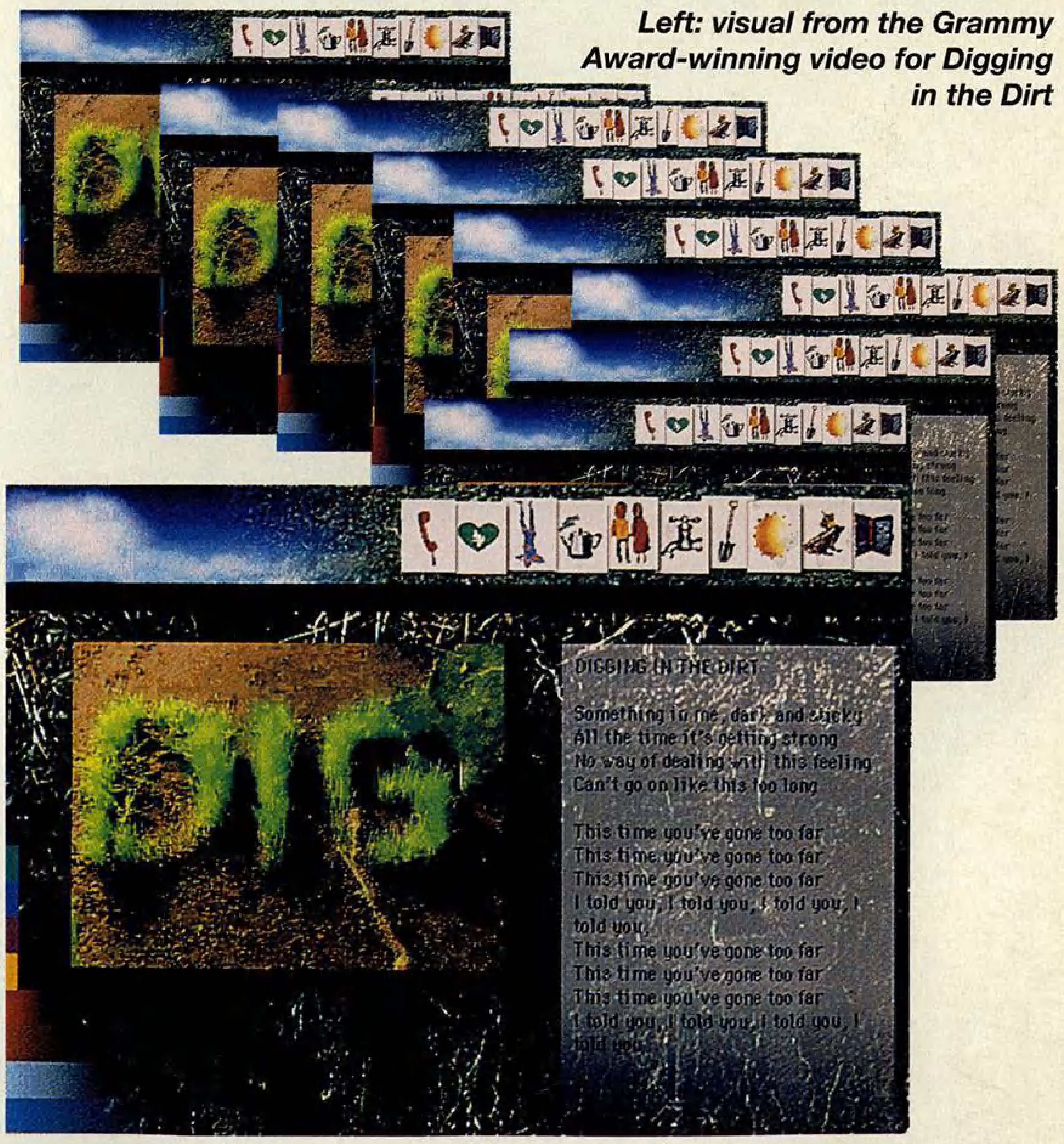
Please note that Xplora 1 is currently only available on CD-ROM, which will not work on a CDi player.

GABRIEL HISTORY

Peter Gabriel first made a name for himself as lead singer with Genesis in the early 1970s, leaving the band in 1975 at the end of a world tour which saw his first, serious experiments with low-tech multimedia. His solo career grew steadily over the space of four eponymously titled studio albums (and one double live), spawning such hits as "Solsbury Hill" and "Games Without Frontiers", as well as one of the most powerful, modern protest songs, "Biko".

He founded WOMAD in 1982, but it was the enormous breakthough success of his 1986 hit "So" (helped significantly by the ground-breaking Sledgehammer video) that helped him finance and establish the Real World organization, nestling a state-of-the-art recording studio alongside video editing facilities, the multimedia branches, the Real World record label, the WOMAD Festival organization and The Box, a magazine reflecting all Real World's interests from multimedia to human rights abuses.

"US", the latest album - much of which appears in sections of Xplora 1 - was released in 1992. Five tracks from the album are featured in the multimedia video project All About Us, including "Digging in the Dirt", the top ten hit "Steam", "Blood of Eden" and "Kiss that Frog".



Left: visual from the Grammy Award-winning video for Digging in the Dirt

DIGGING IN THE DIRT

Something in me, dark and sticky
All the time it's getting strong
No way of dealing with this feeling
Can't go on like this too long

This time you've gone too far
This time you've gone too far
This time you've gone too far
I told you, I told you, I told you, I told you,
This time you've gone too far
This time you've gone too far
This time you've gone too far
I told you, I told you, I told you, I told you

the 7th Guest

THE 7TH GUEST.™ Beware of the ghostly guests and creepy characters in this interactive thriller and enter the bizarre hilltop mansion of reclusive toy maker Henry Stauf. The game features beautiful three dimensional graphics, live action video, an original soundtrack and sophisticated puzzle games which must be solved in order to stop the menace looming over the small town of Harley. The 7th Guest is available now! $59.98 Cat. No: 3106902522

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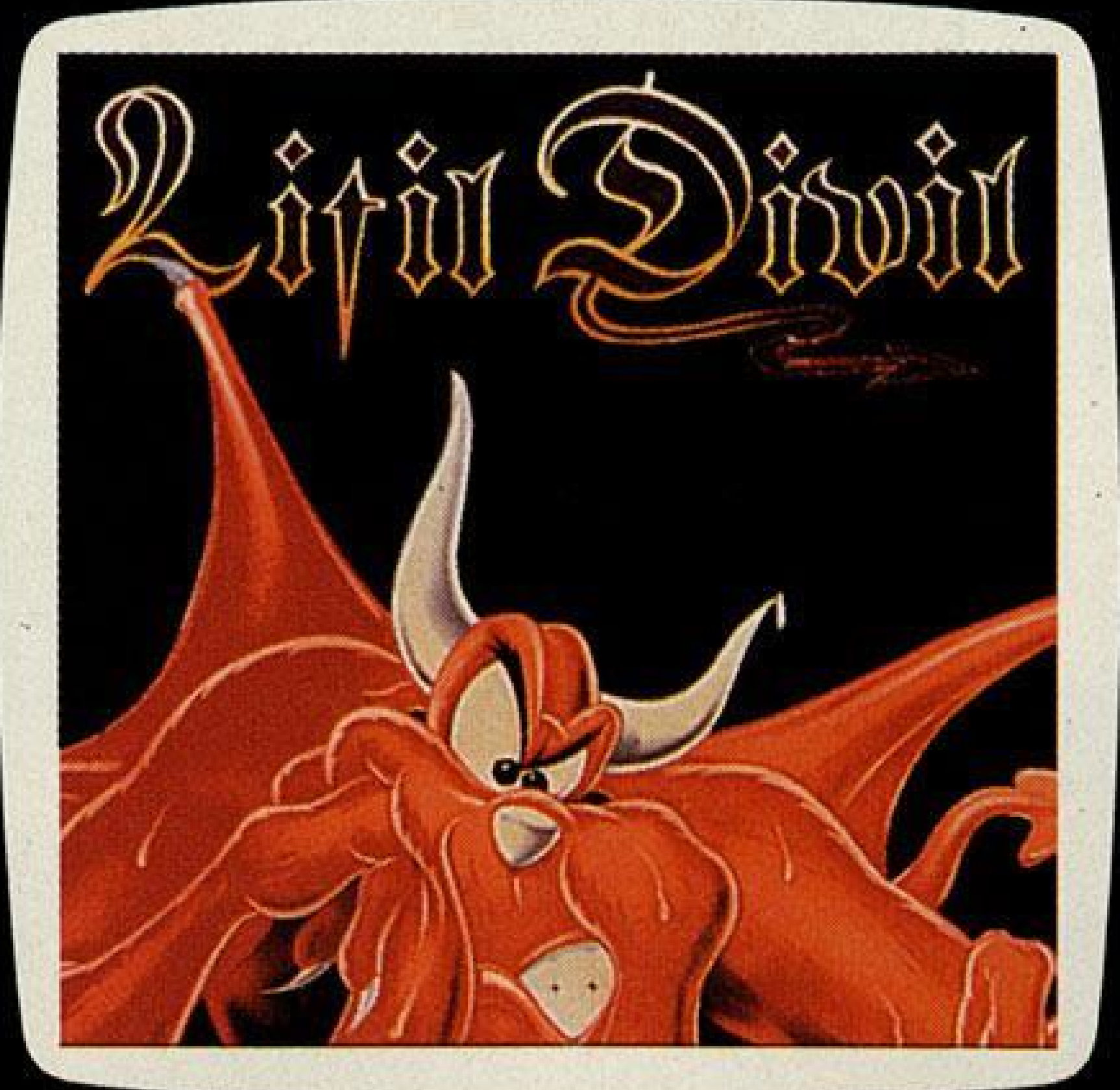
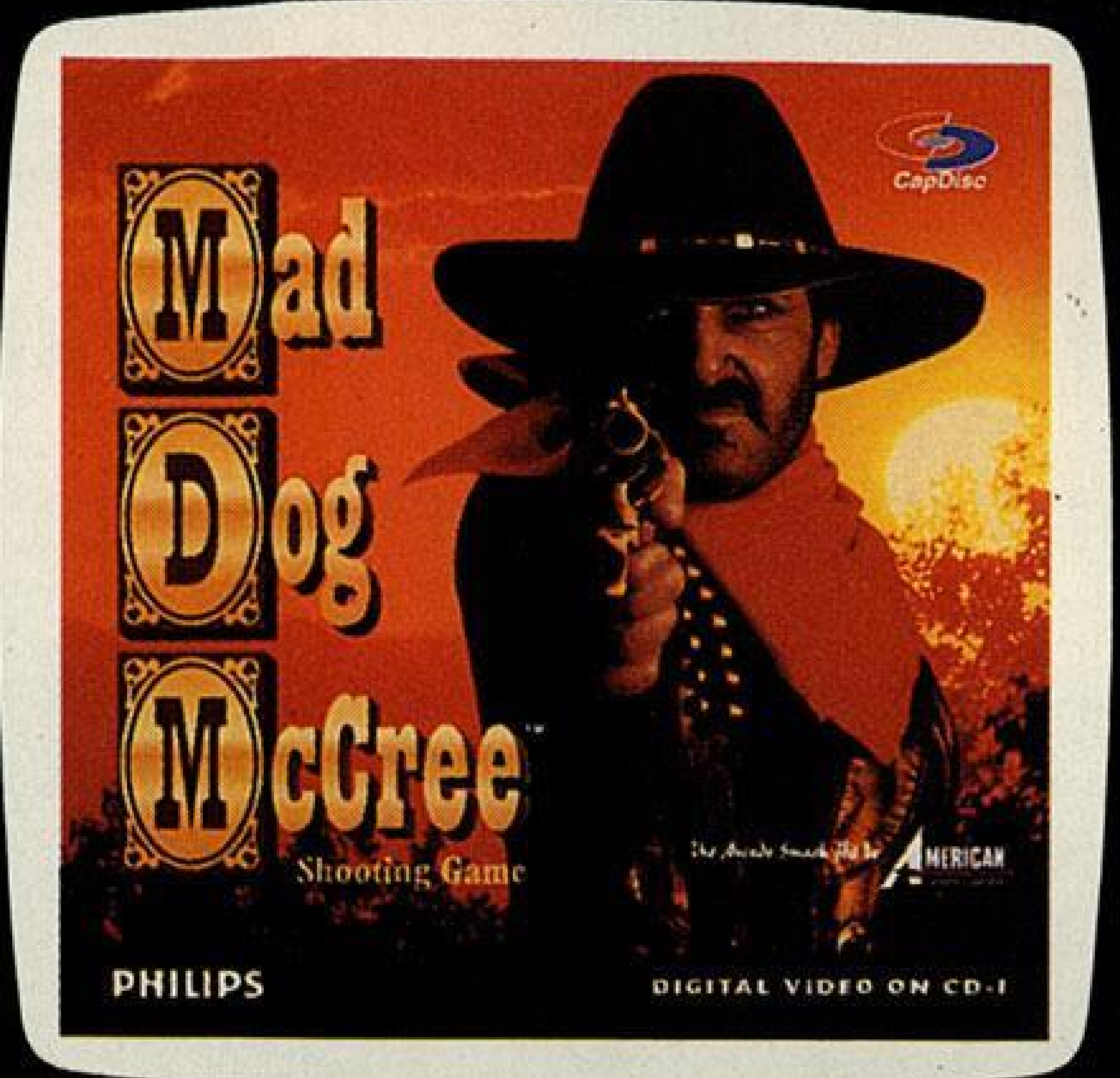
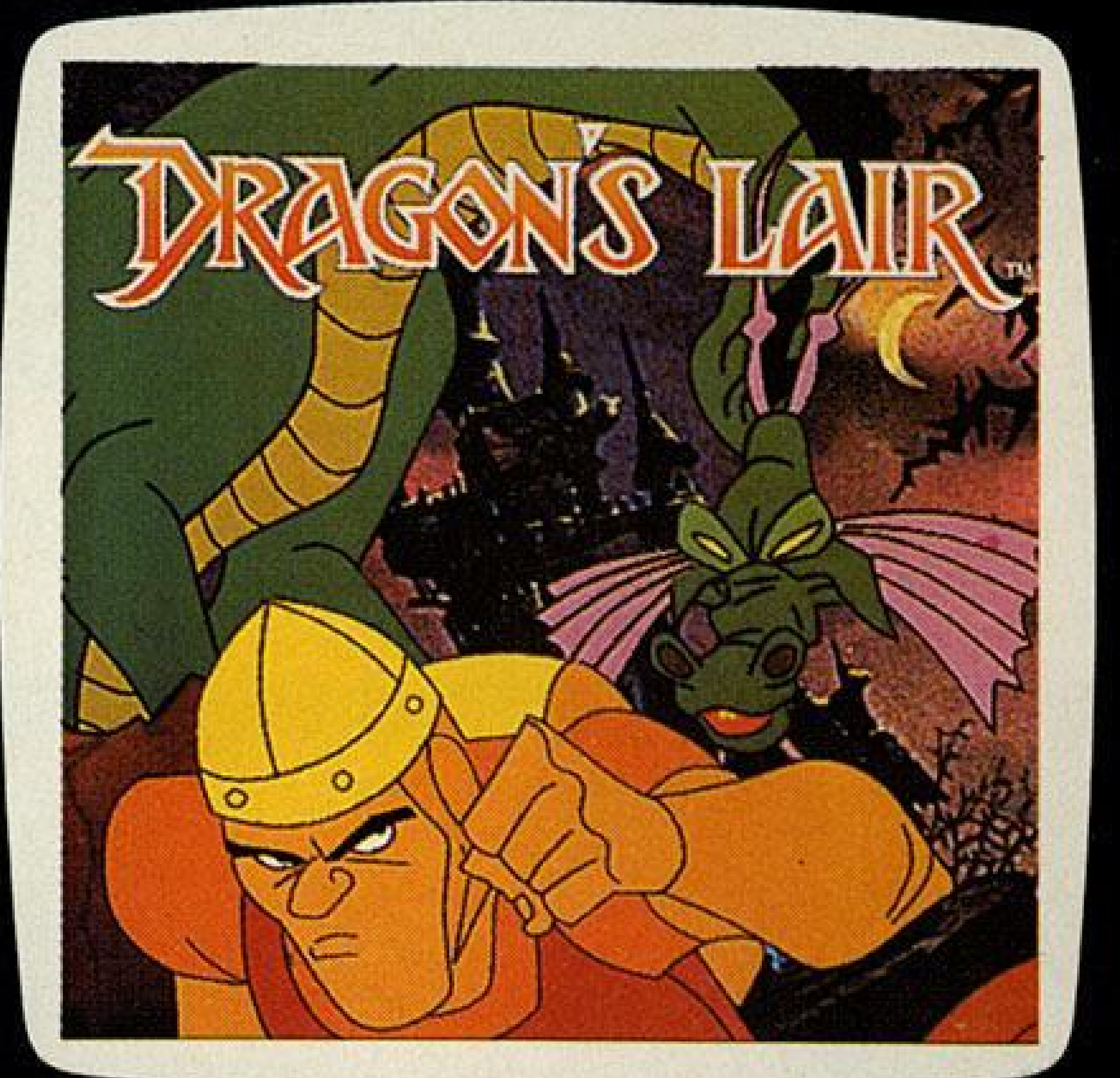
ALL REQUIRE DIGITAL VIDEO CARTRIDGES.



LITIL DIVIL.™ In this humorous adventure game, guide the Divil Mutt through the Labyrinth of Chaos to bring back the Mystic Pizza of Plenty. Along the way, you'll also have to free the unfortunate divils who were unsuccessful on previous pizza missions, collect various artefacts, and avoid The Entity, that nefarious being who's out to send Mutt to the torture chamber. Litil Divil will be available September 1994. $49.98 Cat. No: 3106901412



MAD DOG McCREE.™ (with gun). Mad Dog McCree is a live-action videogame set in the fabled days of the American Old West. Your mission – through a series of hair raising gunfights, free the town's sheriff who's been kidnapped by Mad Dog's nasty gang and, finally, face down Mad Dog himself. Reflexes and timing are critical, or you'll wind up in the undertaker's parlour. Mad Dog McCree will be available in September 1994. $79.98 Cat. No: 3106900582

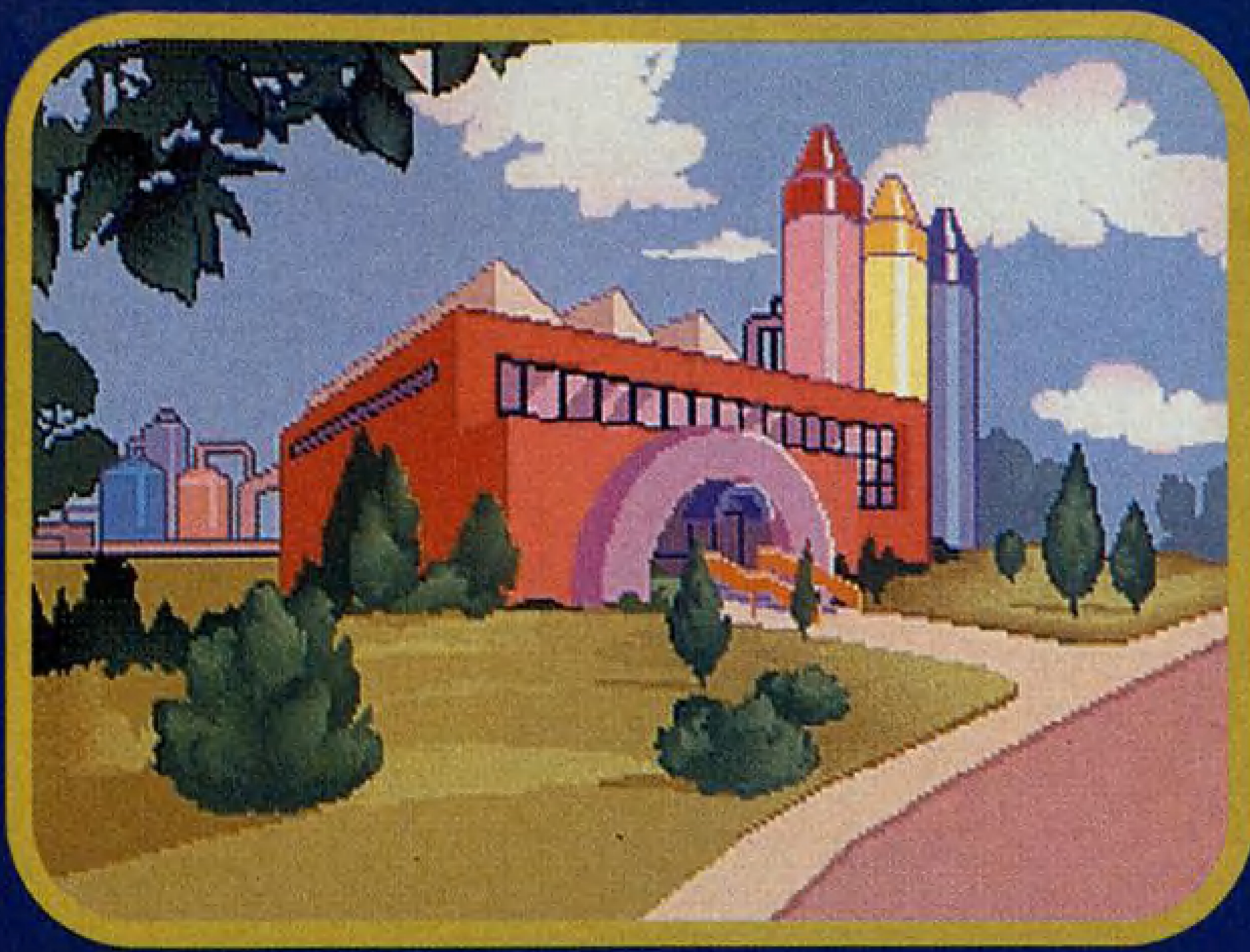


DRAGON'S LAIR 1.™ Following the success of Space Ace, this is the second Don Bluth game to appear on CD-i. An evil wizard has captured the king's daughter and imprisoned her in the caverns below his castle. The king's champion, Dirk the Daring, must fight his way past the wizard's traps and monsters and finally slay the dragon to rescue the princess. Dragon's Lair 1 is available now! $49.98 Cat. No: 3106901382

YOU WON'T BELIEVE YOUR CD-i'S.

PHILIPS
MEDIA

Help save the Crayon Factory, join the Cartoon Carnival, test your knowledge in Joker's Wild Jr., sing along to classic 1960s songs in Surf City, explore Bear Country or learn letters and numbers in Sesame Street



CRAYON FACTORY

Renowned children's entertainer, Shari Lewis, stars as the voice of "Saturday", an adorable robot who works at one of the happiest places on earth, the Crayon Factory. Happy that is, until Mr Penn, who sees the world in black and white, is sent to manage the factory. Mr Penn wants to make big changes at the factory and the robots are not happy.

Young children will delight in this animated story as they cheer on the robots and help bring color back into the world. As kids enter the factory, they can choose to go to different departments or watch the story. If they choose to tour the factory, they learn to mix and sort colours, fix pipes (a visual discrimination task), repair gears (a logic puzzle), check patterns and adjust the silly noises in the factory. Children can even mix their own colors and make them into personalized crayons which they can use to color the story and watch it re-animate with the colors they selected. There is no reading required in this disc and it offers a huge amount of fun for children aged three to eight.

Produced by Philips Sidewalk Studio

RATINGS

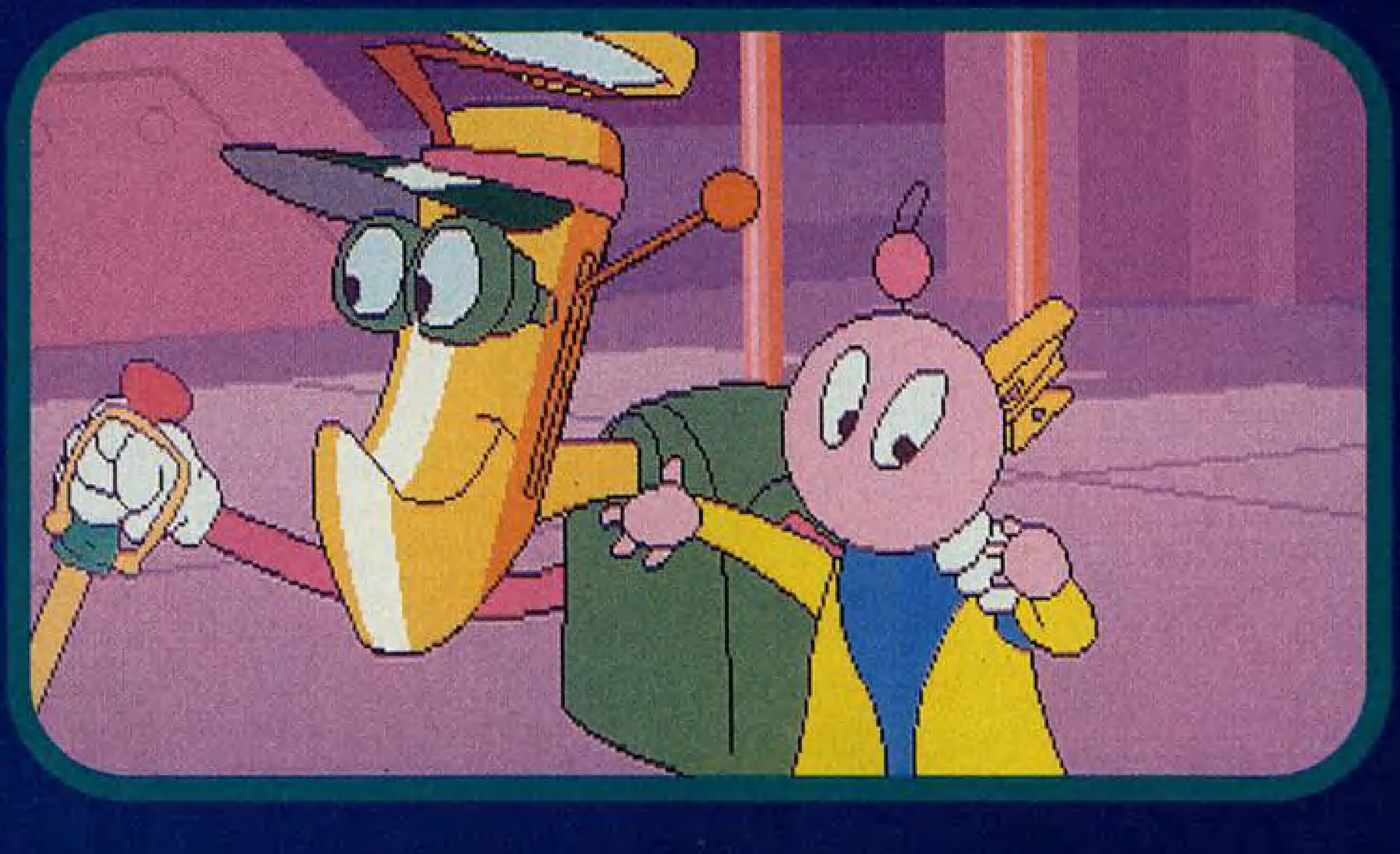
Graphics: 90%

Sound: 89%

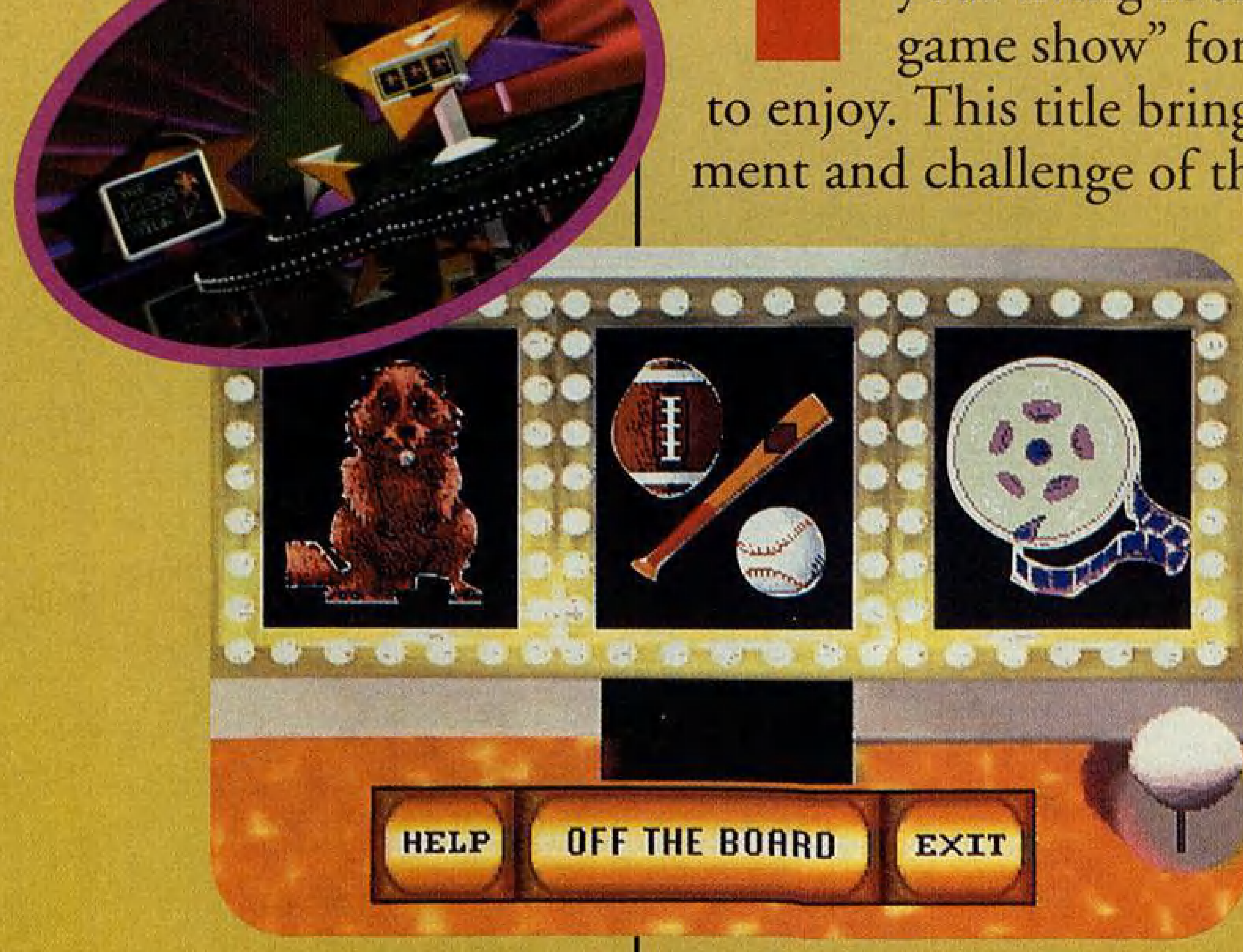
Interactivity: 92%

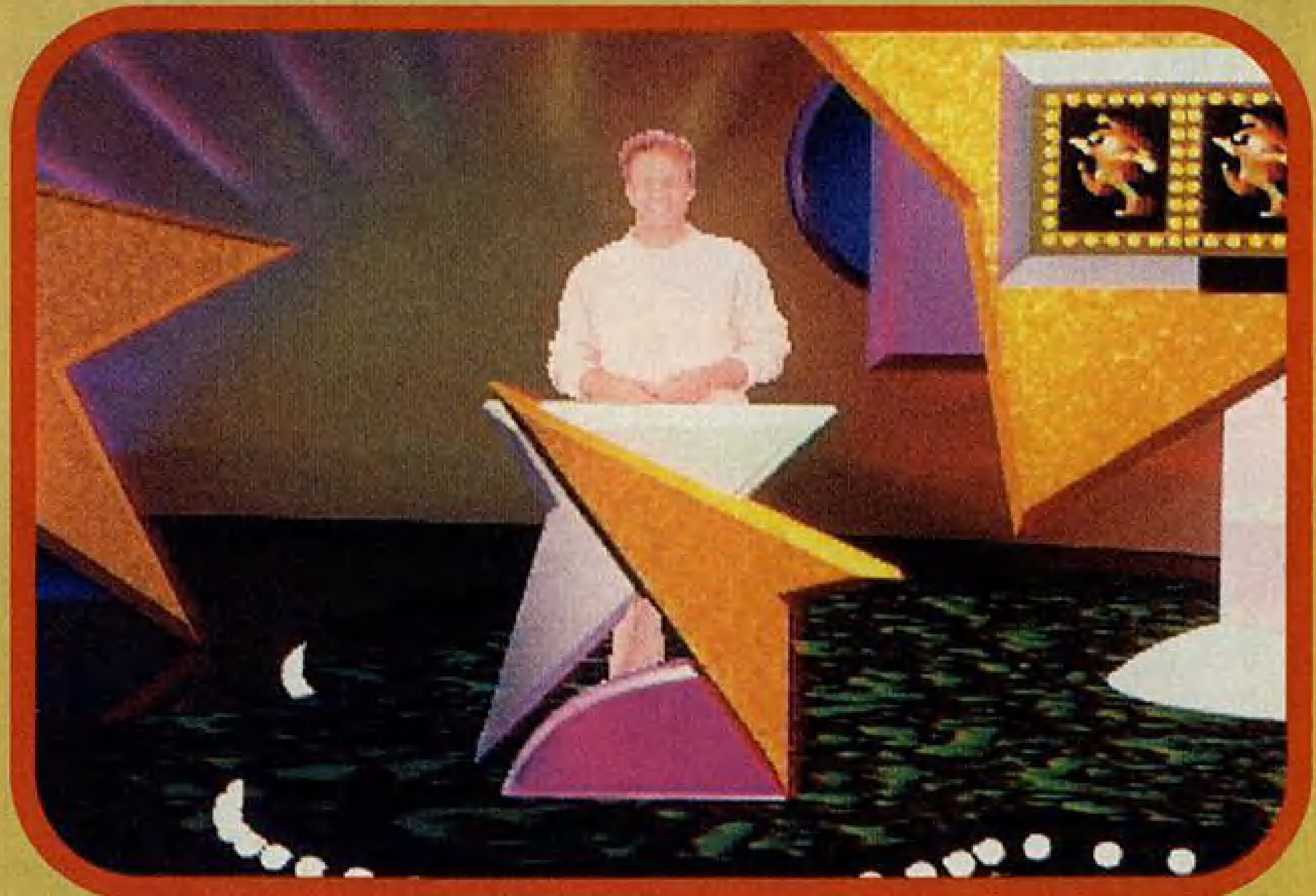
Overall: 90%

Cost: $39.98 *Out: October*



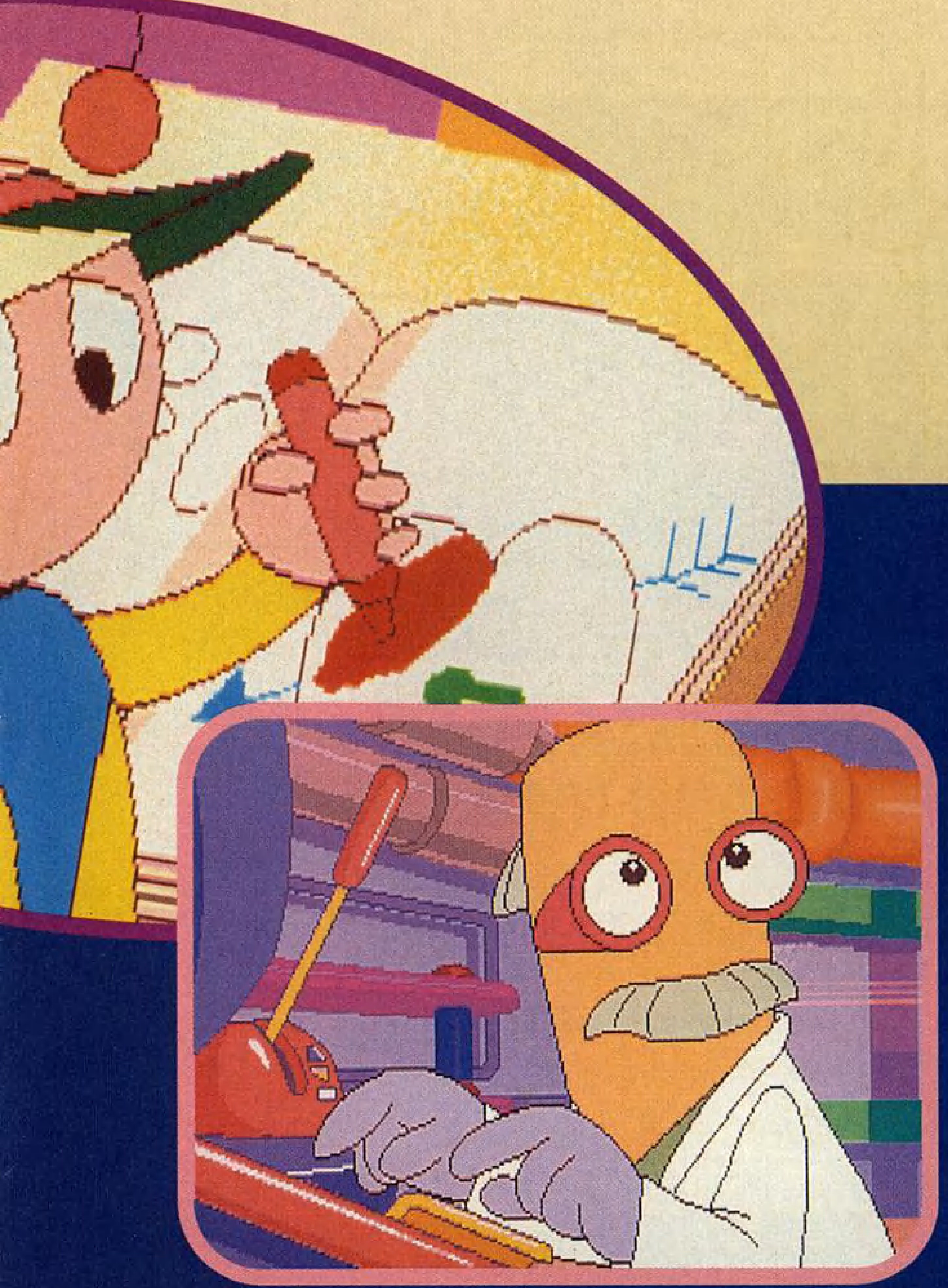
THE JOKER'S WILD JR.

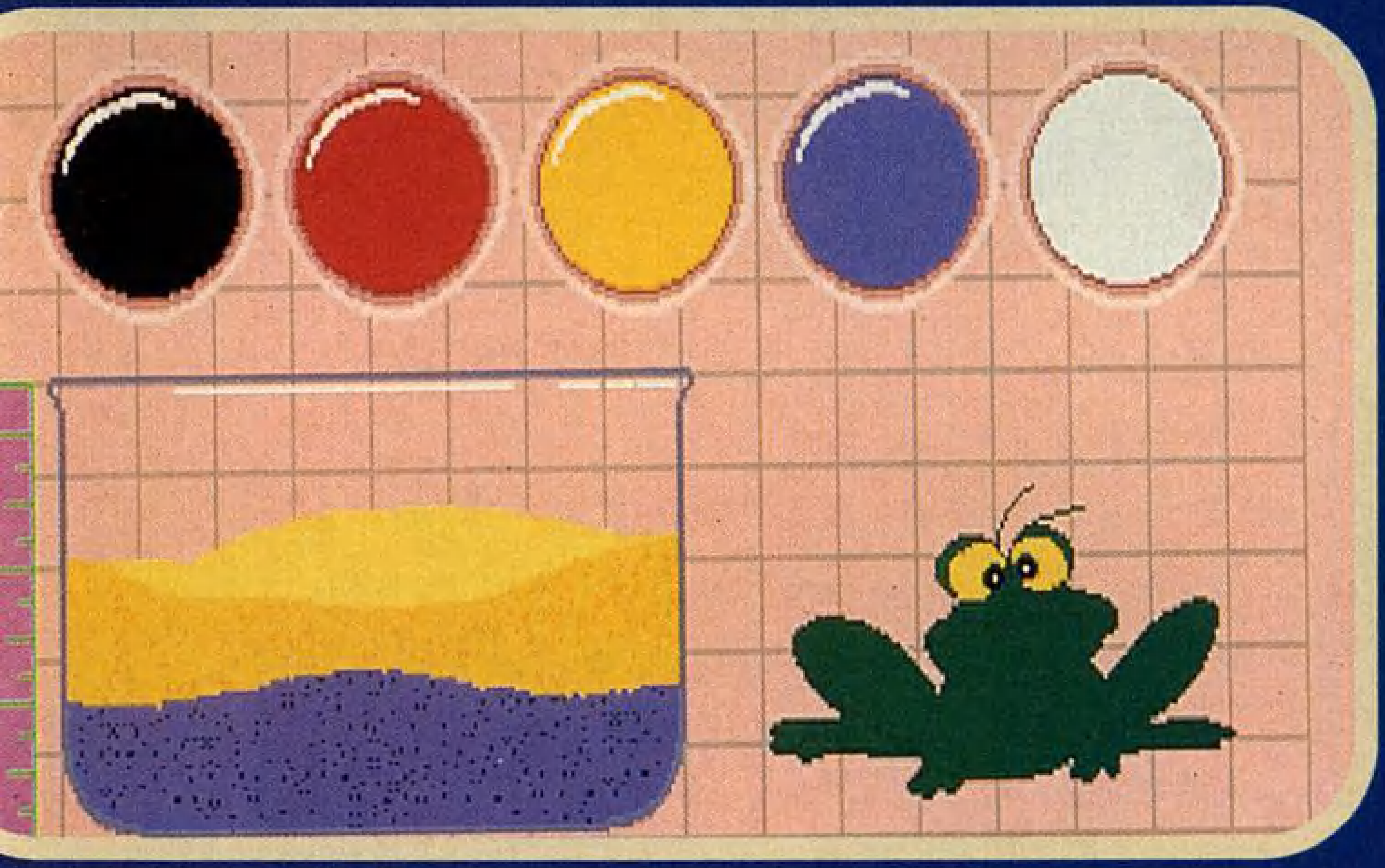




The Joker's Wild Jr. transforms your living room into a "virtual game show" for the whole family to enjoy. This title brings home the excitement and challenge of the classic TV game show, The Joker's Wild, in a special version designed just for families. Hosted by America's leading children's game show host, Marc Summers, the disc makes everyone in the family feel as if they are participants in a real-life TV game show. Players select their own name or a nickname to use and Marc calls on them personally throughout the game.

Up to four players can answer from a selection of more than 1,900 questions in 65 categories. Categories such as





RATINGS

Graphics: 81%

Sound: 85%

Interactivity: 82%

Overall: 80%

Cost: $39.98 Out: NOW

"History Dudes", "World Tour", "Famous Folks" and "Science Lab" entertain and educate about a never-ending array of subject areas. Ideal for ages eight and above.

Produce by Accent Media Productions

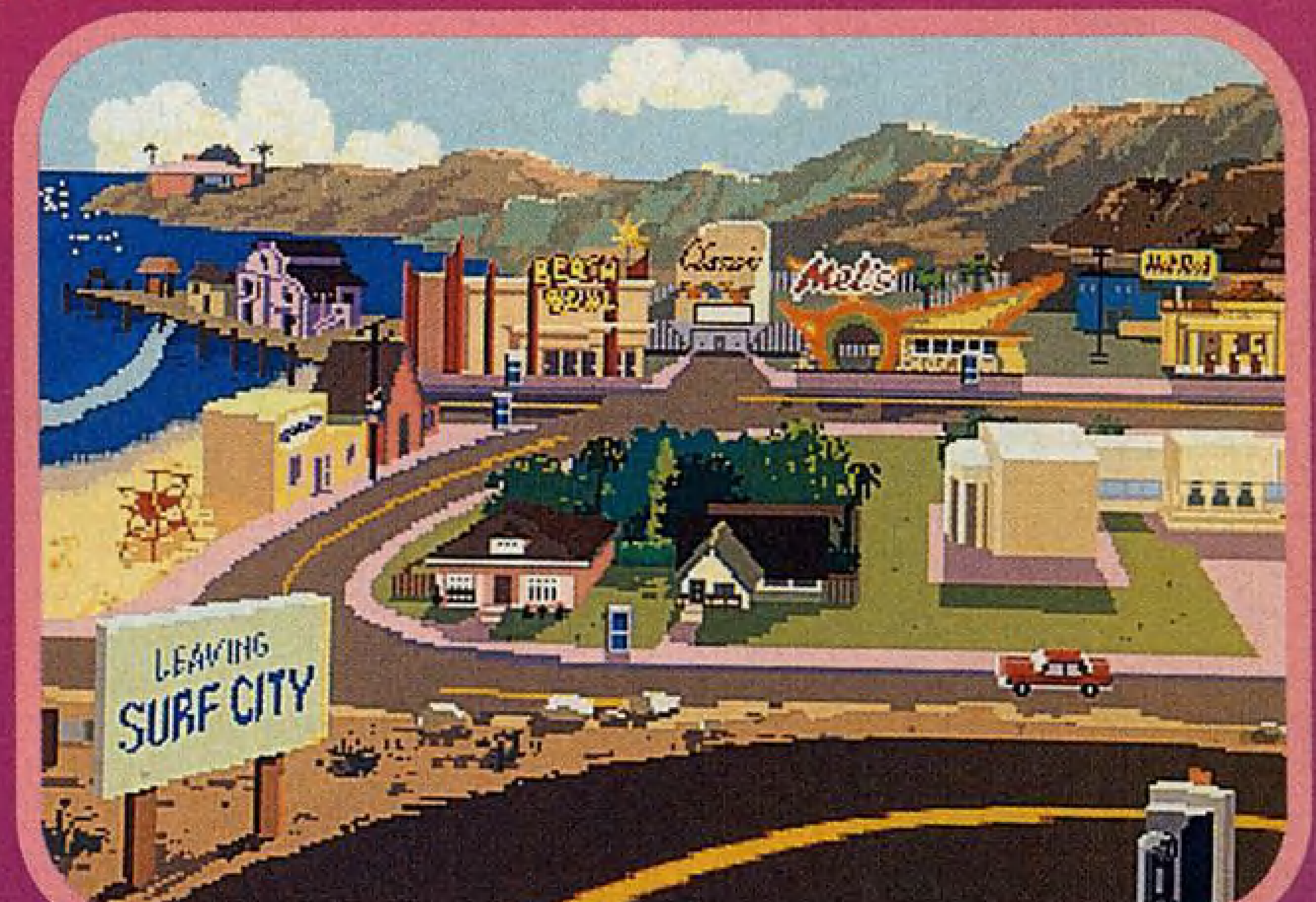
Safari
surf shop
PHONE

SURF CITY

Set in a typical California beach town in the 1960s, Surf City features 20 classic songs by the Beach Boys, Jan & Dean, The Ventures and Jerry Cole and His Spacemen. You can explore different parts of the surfing town, play pinball, volleyball or ride the surf and visit the local diner. The main screen menu depicts a typical California beach town. By clicking on a particular building or street, you will go directly to it.

Everywhere there is an activity to take part in: play the jukebox in the malt shop, read Rhonda's diary or explore Ryan's house. Play spin-the-bottle at a party, order a pizza, build a hot-rod, watch movies at the drive-in and check out the bowling alley and arcade.

This is a great title for kids and teens, and parents will enjoy just sitting back and listening to the music.



CLEAR PATTERN
MORE COLORS
SURF
DONE

RATINGS

Graphics: 85%

Sound: 95%

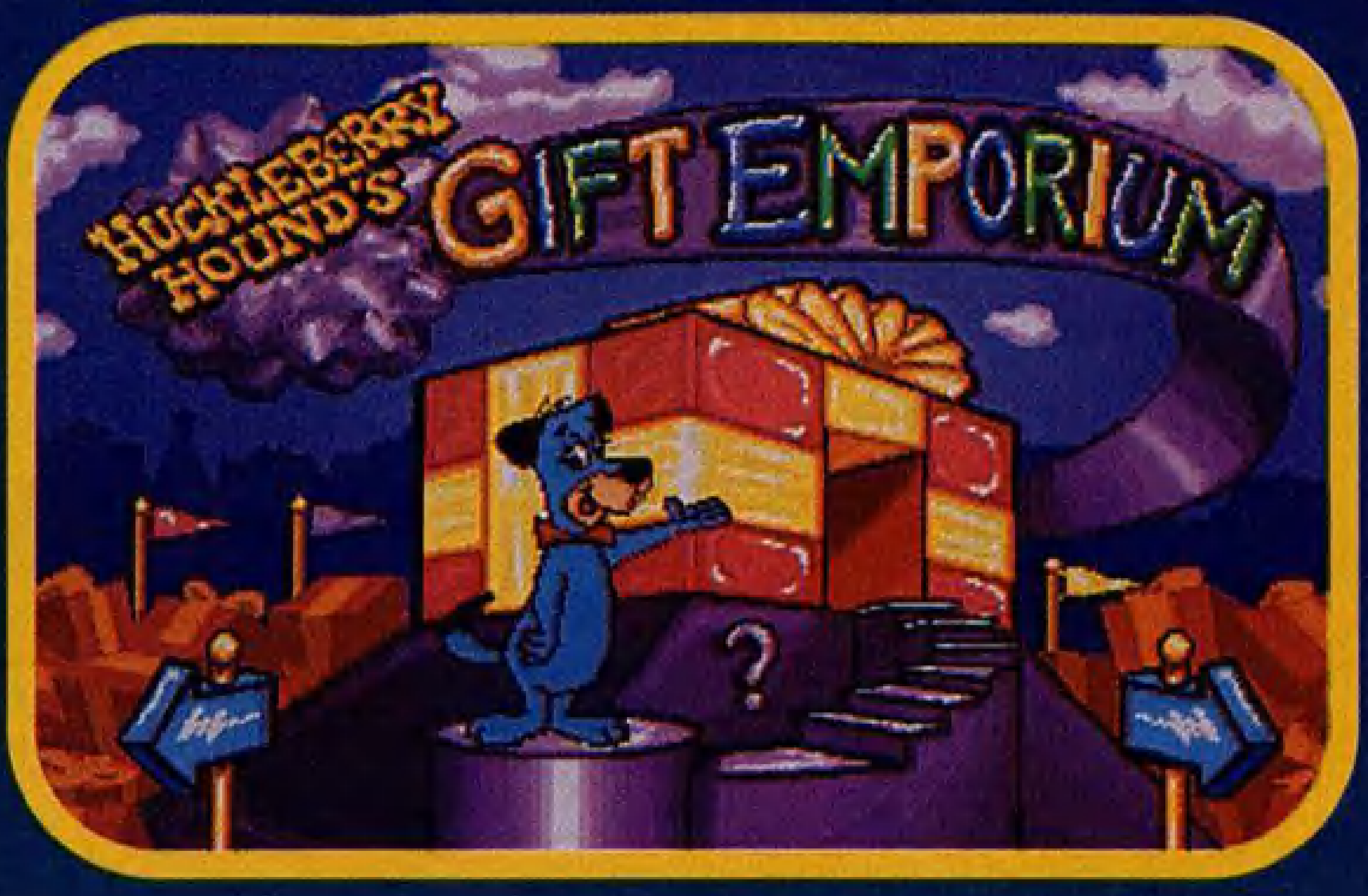
Interactivity: 90%

Overall: 90%

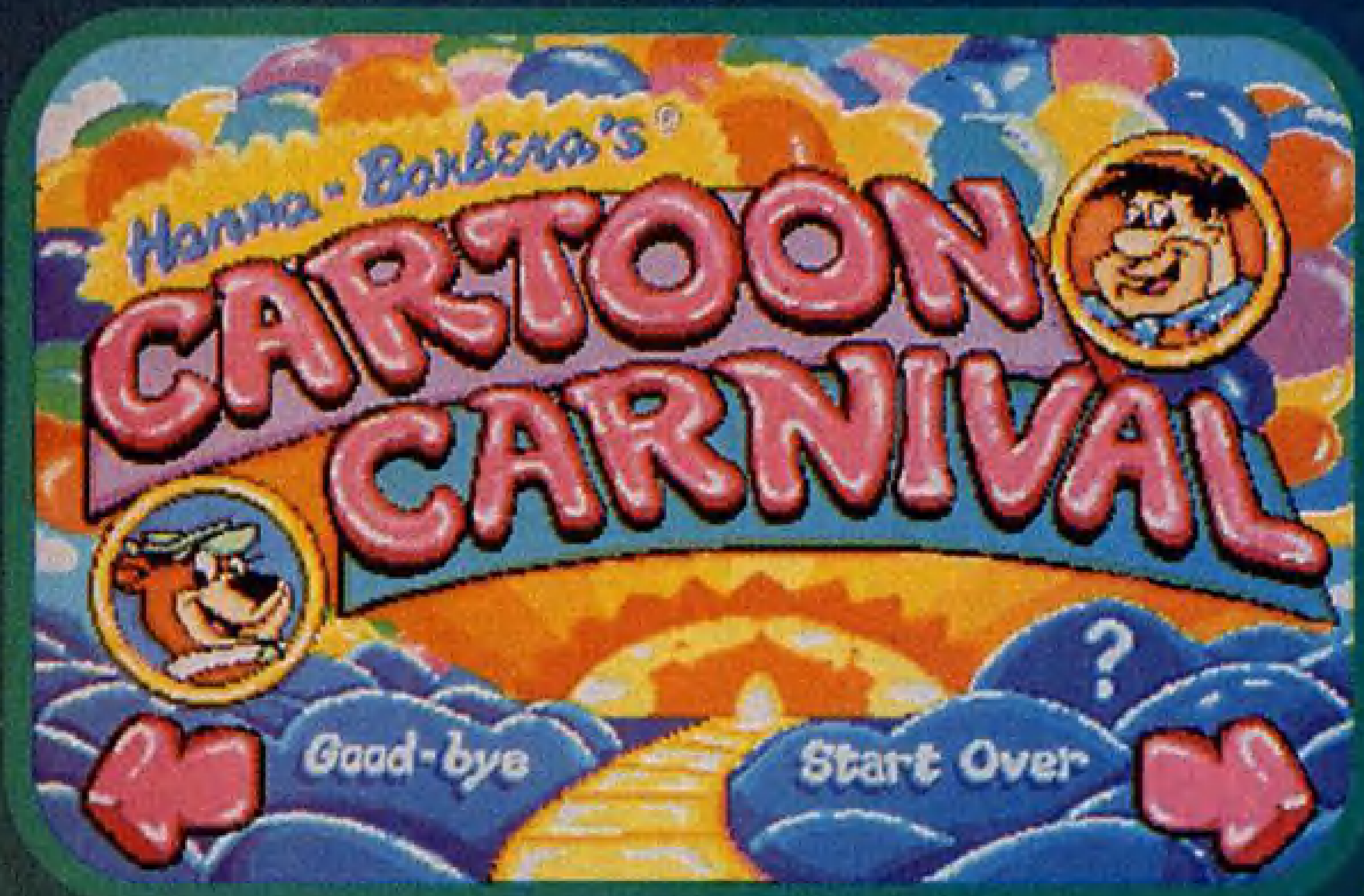
Cost: $39.98 Out: Now

Produced by Philips Sidewalk Studio

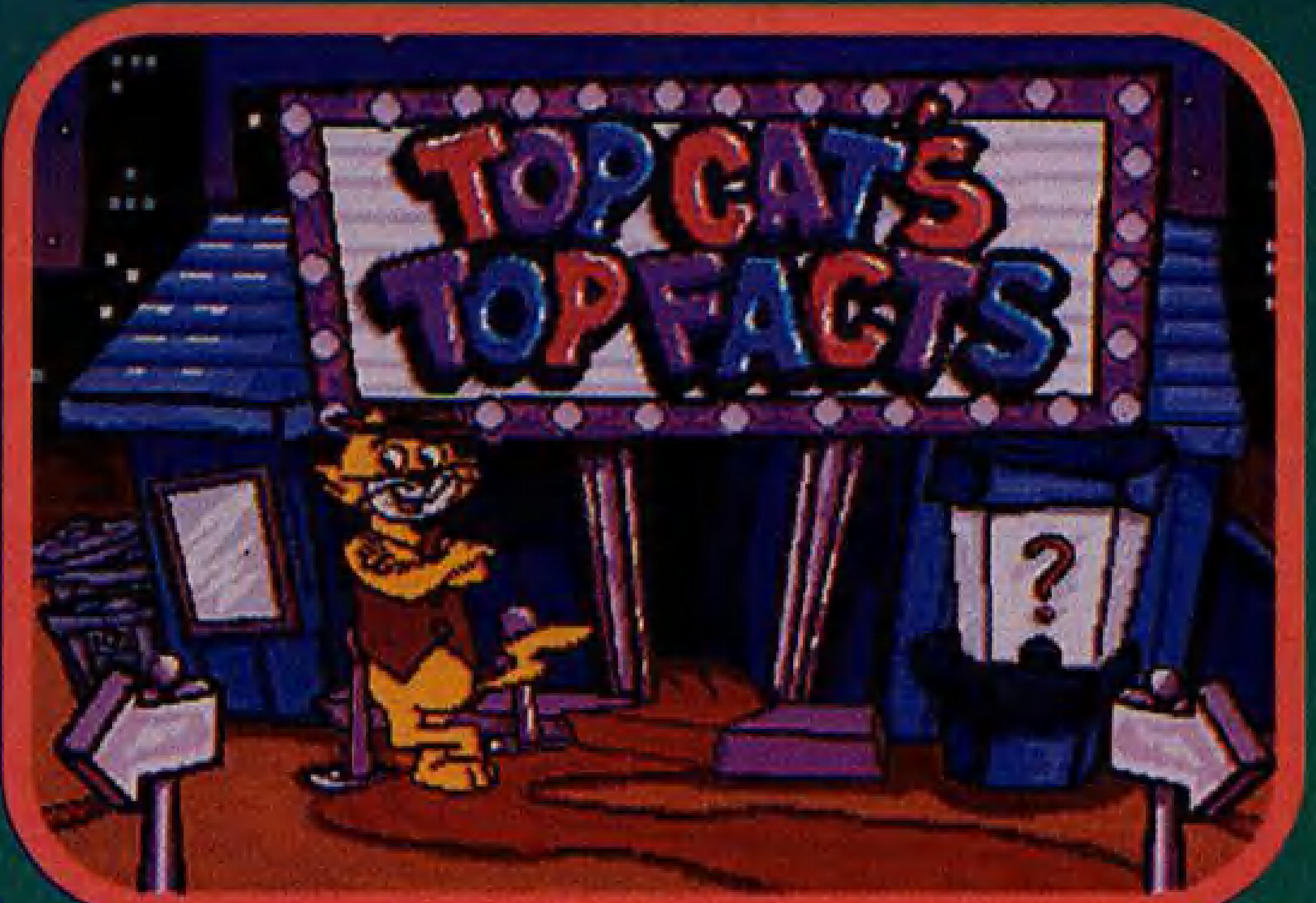
HANNA-BARBERA'S CARTOON CARNIVAL



Here it is. The first CDi kids' title with Digital Video. If you are a cartoon fan, you are in for a real treat. Cartoon Carnival brings a host of popular cartoon characters to CDi for the first time, featuring six games, each with ten levels. There is Huckleberry Hound's Gift Emporium, a color matching game; Flintstone's Balloon Ballyhoo, a balloon catching game; Scooby Doo's Adventure Isle, a haunted maze game; Yogi Bear's Pic-A-Nic Place, a sound matching game; Jetson's Space Race, an arcade-style game where players catch satellites and avoid the asteroids; and Top Cat's Top Facts, a cartoon trivia game.



When you win a game, you are rewarded with a letter to spell out the words "Cartoon Carnival". If you win all the letters, you are rewarded with one of thirty Hanna-Barbera cartoon clips in Digital Video (if you have the optional DV cartridge).



The games are simple to play and there are some nice animation sequences when you click the cursor on any of the main characters. But the real joy is being rewarded with one of those glorious Hanna-Barbera cartoons when you win the game. For those who don't have a DV cartridge, the game will still play on an ordinary CDi machine, but you won't be able to see the cartoons.

If, like me, you were brought up on a Saturday morning diet of Top Cat and Scooby Doo, this disc will be a delight even for the adults. Kids be warned - you may have trouble getting Mom and Dad off the machine!

Produced by Philips *FunHouse*
Digital Video cartridge optional

RATINGS

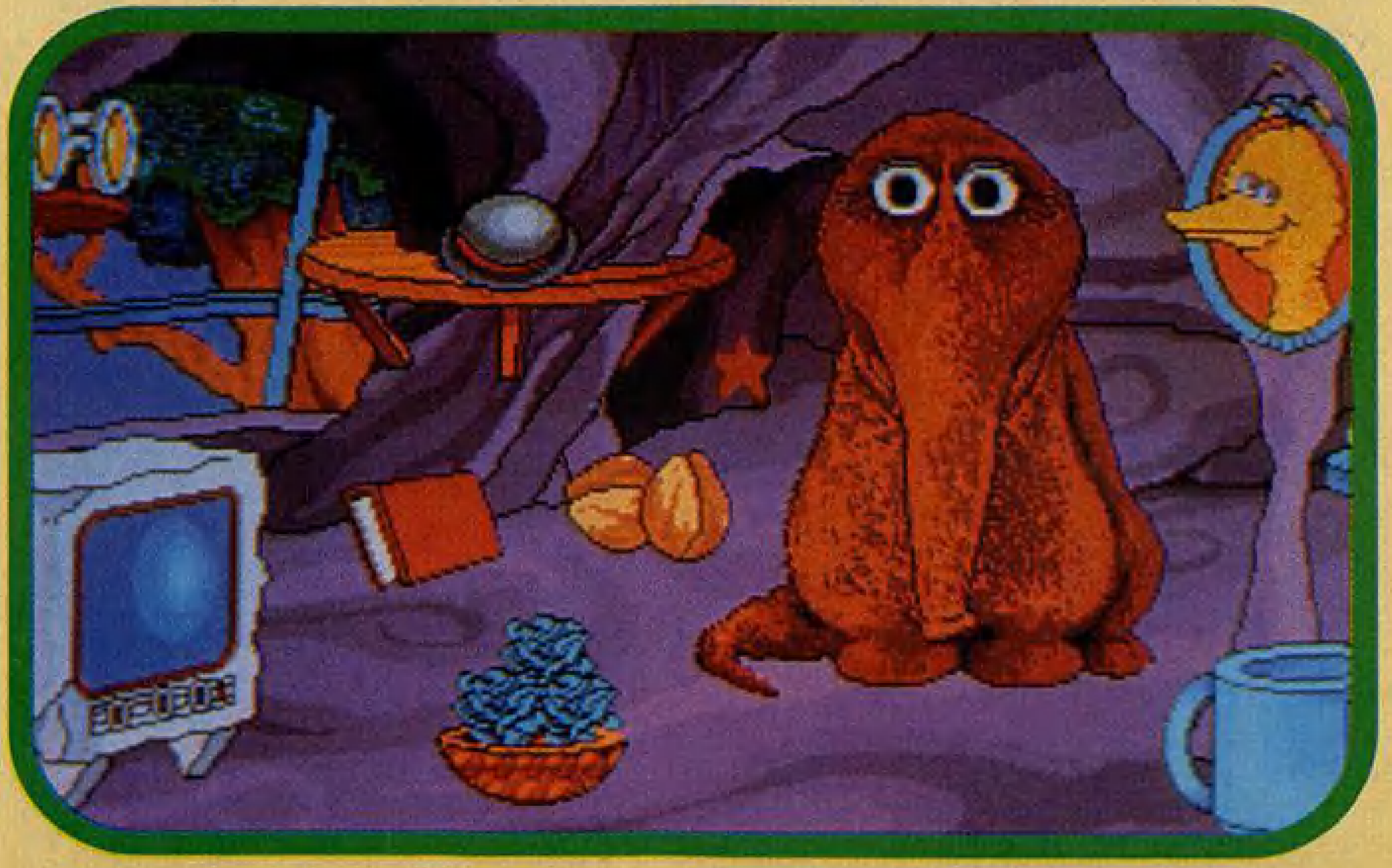
Graphics: 95%

Sound: 90%

Interactivity: 90%

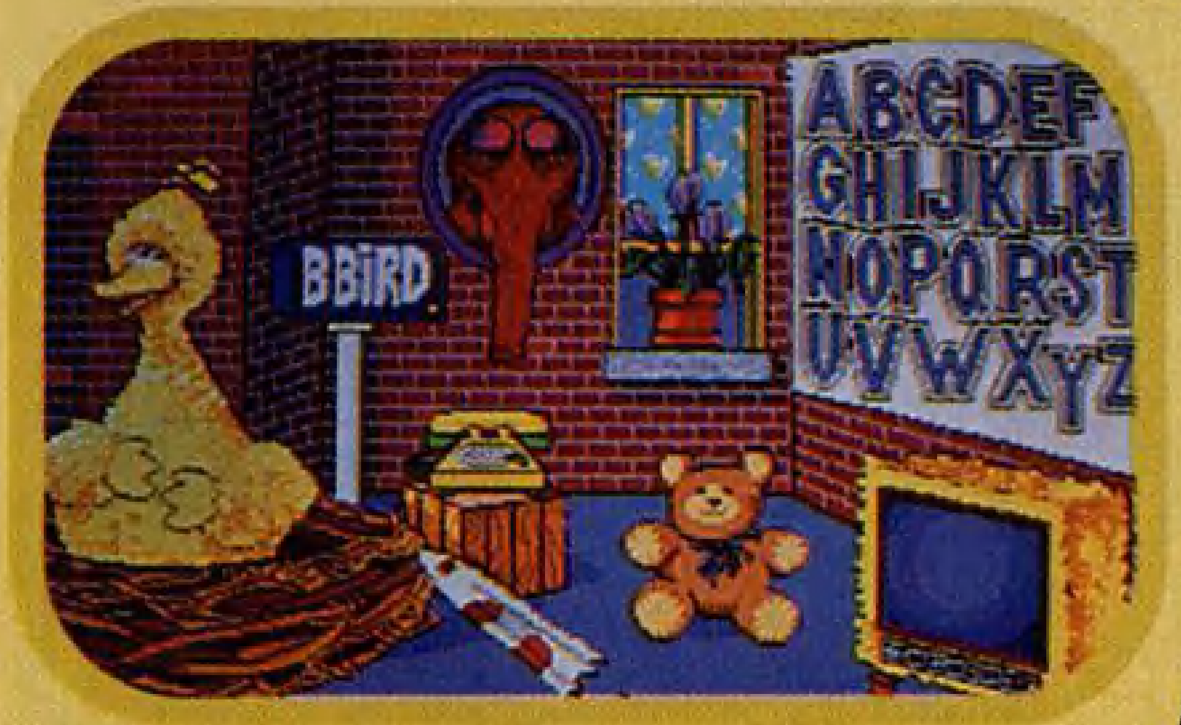
Overall: 92%

Cost: $39.98 **Out: Now**



A VISIT TO SESAME STREET: LETTERS AND NUMBERS

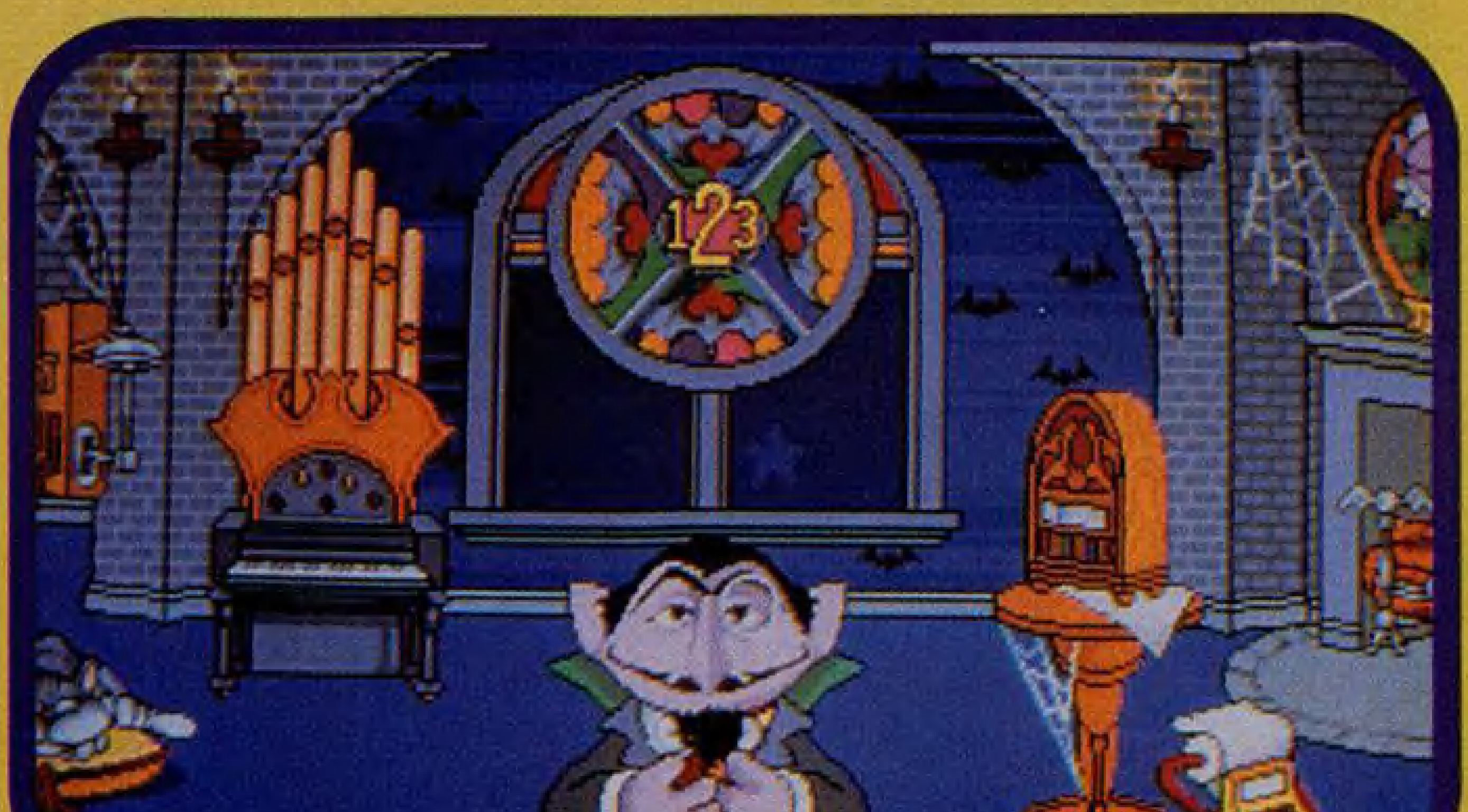
If the Sesame Street titles are anything to go by, the kids programs on CDi are some of the best around. CDi is an ideal format for early language learning, and in this disc the whole exercise of learning letters is done in a fun and entertaining way. This thirty-something reviewer spent many happy hours playing with Sesame Street, and parts of it brought a broad grin to my face! Forget CyberCity or International Tennis, this stuff is real fun.

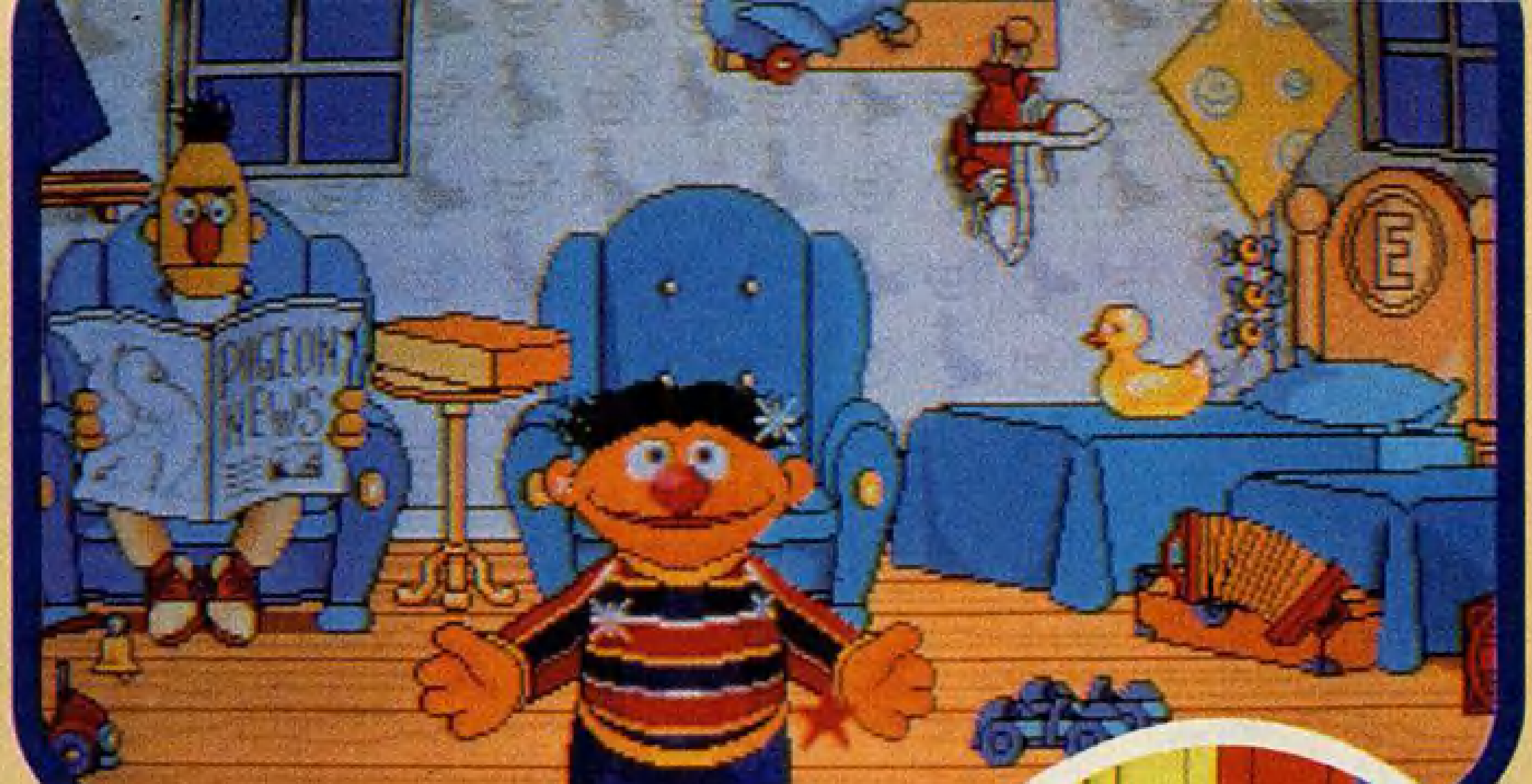


The Letters disc begins with a snappy sound track which quickly gets you in the right mood. Your host is Oscar the Grouch, who welcomes you - in his own charming way - to the world of Sesame Street.

Moving around the disc could not be easier. You simply move the star on the screen until it lands on an object which sparkles. Then click with the remote and see what happens.

There are three main areas you can explore: the main door takes you into Bert and Ernie's apartment, the next one goes into Big Bird's house and the cave on the right side of the screen is the home of an endearing character called Snuffy. The real fun starts when you enter one of the





rooms. Clicking on any object which sparkles will activate it.

In Bert and Ernie's place, you can play with anything in the room, call up other characters on the phone and even listen to the radio play some Sesame Street songs or watch the TV. The last part is really clever: by clicking on one of the three control buttons on the radio or TV, you can change channels and get different animated clips from the TV show. And if you activate the book on the floor, it tells you a story and you can read along.

In Snuffy's cave, you can play a word game. He will ask you to identify any object in the room which begins with a particular letter. If you get it right, you are greatly praised. If not, try again! With Big Bird, you can play at making up different rhymes.

Sesame Street: Numbers follows a similar format. Again, you have Bert and Ernie's place and Big Bird's House, where you can play a different series of number-based games, but this disc also includes the Count's Castle. Lots of skullduggery goes on here, but I won't spoil it and give too much away!

In short, these discs are tremendous value for the money. If you have young kids in the house, they are well worth buying.

Produced by Children's Television Workshop

RATINGS

Graphics: 85%

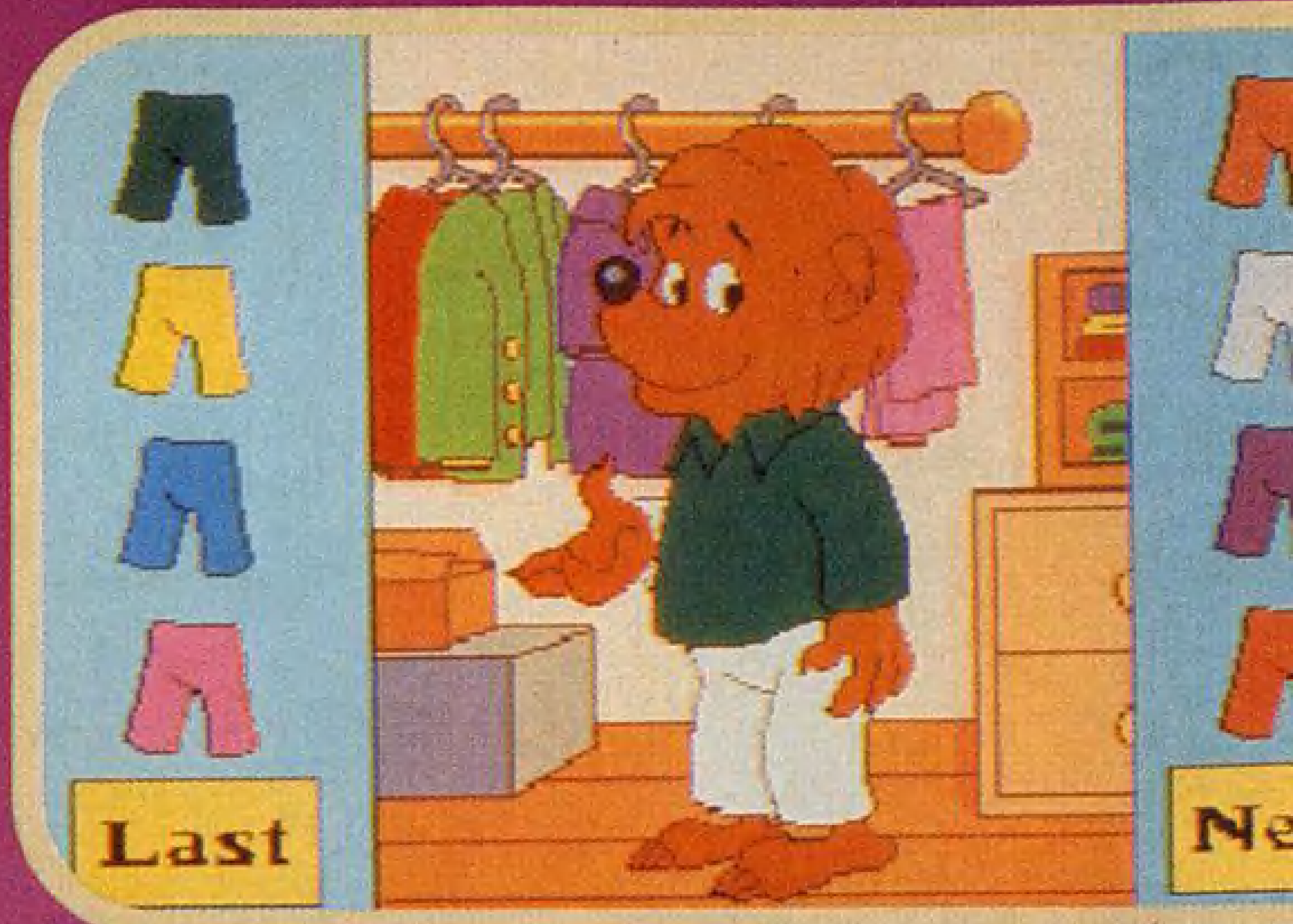
Sound: 85%

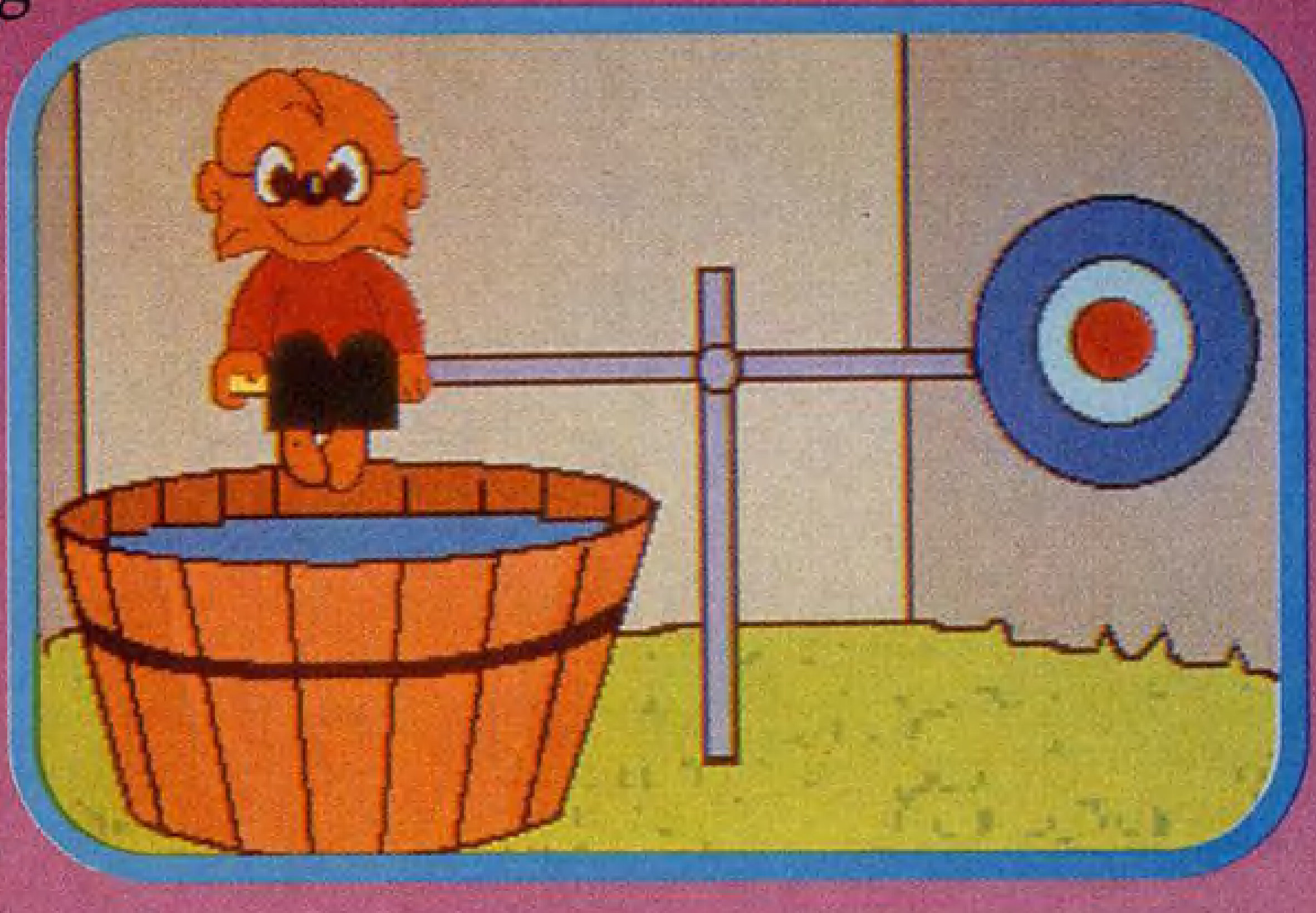
Interactivity: 90%

Overall: 85%

Cost: $39.98 each **Out: Now**

BERENSTAIN BEARS ON THEIR OWN AND YOU ON YOUR OWN

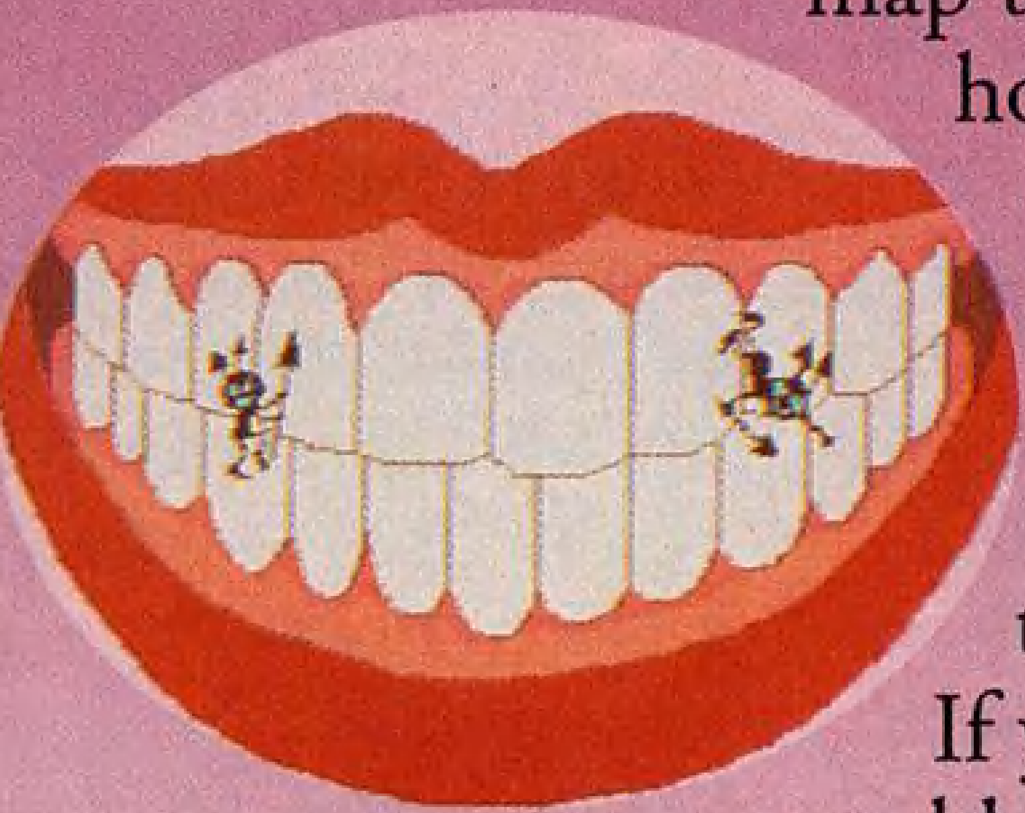




Berenstain Bears introduces the user to the popular family of bears. The two younger bears want to go to the fair, but their parents are reluctant to let them go alone. A compromise is reached. If the two young bears can prove they are responsible by completing a series of tasks during the day - such as picking up their toys, making their lunch, going to school and so on - then they can to go to the fair.

Click on the window in the living room to see a cartoon of the bears on their own and watch how they get along in the story.

To explore Bear Country on your own, click on the map. The first time you play you will have to fill in your "passport" to enter. This is easily done using the on-screen keyboard. Once you have entered Bear Country, you can move around the map to see different places such as Lizzy's house, the market or the sidewalk. In each location there are different games for you to play. If a bear paw flashes on the screen, there is something to do, so you just click the action button again to find out more.



If you complete an activity, you earn a star to add to your achievement chart. In the market, for example, you have to match items on a shopping list with their names in the store. When you have earned enough stars, you get to go to the fair for more games.

A child playing this title can learn to count, match upper and lower case letters and tell the time.

RATINGS

Graphics: 85%

Sound: 85%

Interactivity: 90%

Overall: 85%

Cost: $39.98 **Out: Now**

One clever aspect of the disc is that you can jump back and forth between your own adventure in Bear Country and the linear cartoon.

This is another excellent title from Philips Sidewalk Studio in Los Angeles, produced by Rebecca Newman and Gary Drucker.

DARREN HEDGES begins a two-part guide to help you in your mission to save Kimberley in this CDi version of the classic arcade game

space ace

PLAYER'S GUIDE

LEVEL 1:

After Kimberley is taken aboard Borf's ship, Borf will shoot at you - jump to the right.

Dexter will automatically jump to the left, so when Borf shoots again you must jump to the right again.

Three spaceships will come out of Borf's spaceship. You will see a rock to your left light up. Go left. You will then see Dexter running and the word Energize on the screen. Here you can continue as Dexter or Energize to Ace (see path 2). If you do not push the action button and stay as Dexter, when you see the robots, push right and then keep pressing left until you reach the spaceship.

PATH 2:

After you change into Ace, press your action button again to shoot the robot. The rock on the right will flash, jump to the right.

Then the rock on the left will flash, jump to the left. Then the rock on the right will flash, jump to the right.

Your gun will now light up blue, so press you action button to destroy the two ships.

Now keep pressing left until you reach your spaceship.

LEVEL 2:

You will now be in your spaceship. You will see a wall in front of you - press the joystick up.

The spaceship will make a turn to the right and you will arrive at another wall. Go to the right of this wall. You will then come to an intersection: if you go down you will see another wall. Go right. At the following wall go up and you will land.

If you choose to go up at the intersection, you will see a big green ball. Shoot the ball when it lights up. Now you are going up, go right when you see the wall and shoot the ball that appears. You will see another wall in front of you. Push down on the joystick.

Shoot the green ball once more and your spaceship will land.

LEVEL 3:

Push your joystick left and you will arrive at a corner. Turn right. You will see a yellow light in front, push up. Energize appears on screen. If you stay as Dexter, read on, if not go to path 2.

If you push left and stay as Dexter, go right at the next corner. Then go forward at the next flashing light. You will arrive at a corner, turn left here and right at the next corner. You will arrive in a big room with a screen where you see and hear Kimberley. Here you have to choose between right and left gates to the next level.

PATH 2:

If you Energized and turned to Ace, go left and shoot the fat ugly guy.

Then go right. Here you will see Ace stop and look up. You must press up. You will then see another fat ugly guy, so shoot him as well.

You then turn back into Dexter; keep pressing left until you arrive in the room with a video screen.

NOTE:

There are mirror levels to the solutions above.

This means that left is right and right is left.

Top: Space Ace prepares for battle
Left: Move quickly or you may die

Left: Kimberley in distress.
Below: the evil Borf

LEVEL 2:

If the camera is on the left of the spaceship at the beginning, you are in L2 mirror.

LEVEL 3:

If Dexter's spaceship lands on the left and turns to the right this is L3 mirror.

LEVEL 4:

The first moves should be jump to the right and then push your joystick down. Dexter will make a little jump backwards. Now push your joystick up. When Dexter arrives in the next room you will see "Energize" on the screen.
If you Energize, follow path 2.
Otherwise, turn left into the entrance of a tube that lights up. You will land on a green platform. Jump to the right when the platform is hit and you will land on a red platform. When this is also hit, push your joystick to the left and Dexter will jump on to a yellow platform that is passing by.
Then push the joystick forward to jump on to the pink platform. This platform will be hit by enemy fire so jump to the left and you will land on a yellow platform. You will arrive in another room, where you choose left or right.

PATH 2:

If you changed into Ace, you will be taken away by a conveyor belt. You will see a red robot above you shooting at the conveyor belt. Press an action button to shoot it. Then jump to the right on to a green platform. Two robots shoot at this platform, so press the action button twice to shoot them. Then jump to the right to land on a purple platform and again shoot twice at the two red robots. Ace then changes back into Dexter and you arrive in another room. Just choose left or right to go to the next level.

LEVEL 5:

The green monsters are chasing you. Push up to run away and to avoid being smashed to a pulp by the two large machines.
Then turn left and, at the next corner, turn right and you will arrive at a crossing.
If you choose to Energize, follow path 2.
If you stayed as Dexter, push up to run to the next junction, turn right then left. Finally, push your joystick forward twice and you will jump on to a ladder and climb into a spaceship.

PATH 2:

If you turned into Ace, press an action button to crush the two green monsters that jump on you. Two robots will then try to shoot you, so go right and they will shoot each other.
Turn left at the next intersection.
Two monsters will appear - press your action button to shoot them, then go to the left.
Ahead, a large robot will be aiming at you, so press an action button to destroy it. Then push your joystick to the left to prevent yourself from being burned.
You will now turn back into Dexter. Turn right and you will climb into a space ship.

LEVEL 6:

You will fall down a ladder and land on a wooden bridge. Here you will be captured by a pink robot, so press an action button to shoot it. You will see a yellow light on your right, so press right and you will land on the other side of a bridge. A large column rises and falls in front of you - go forward and jump on it to reach the other part of the bridge. Another pink robot attacks you and you will see Energize.
If you change into Ace, follow path 2.
If you stayed as Dexter, push your joystick right to run away. The robot will then recapture you. Press an action button to kill it.
The last parts of the bridge will now be destroyed. Push your joystick to the right and then jump to the left. Finally, push up twice to finish the level.

PATH 2:

The pink robot will not be able to capture you. A big three-eyed swamp monster appears in front of you, so press an action button to shoot it. From here, go to the right to avoid being beaten up.
Another swamp monster appears - shoot this one as well and go to the left. Then shoot the third monster and you will change back to Dexter. Just push your joystick right and you will climb the ladder.

LEVEL 7:

At the start of this level you are leaving in your spaceship. You will fly into an old spaceship that is floating in space. Your enemies are taking aim close behind you.
Avoid the first shot by moving the joystick up, then avoid the next two by going left each time. You can shoot the two enemy ships in front of you by pressing the action button twice.
Then push your joystick up to leave the old spaceship. As soon as you see yourself leaving the old ship, push down to re-enter the old hulk. Then push up to avoid being shot and shoot one of the spaceships in front of you.
You will automatically arrive at the surface of the old spaceship. An old fort is in front of you. Push your joystick up and press an action button to destroy the next spaceship. Then push your joystick up to avoid the next shot. Finally, shoot the last spaceship and you will make a smooth landing.

Part 2 of this player's guide will be published in our November issue.

LASER LORDS

The Player's Guide part 1

Many of you have been tearing your hair out trying to get through Laser Lords. Here is the first of our two-part guide to the game. Part 2 will be published in our November issue

Above: when you land on a planet, an alien will greet you

LUXOR: VISIT1

NOTE: Visits to Sahti the Healer may be made at any time during trips on Luxor if your hit points are getting low.

Remember "Rahman" (from Rahman).

Ask for Jiva (from Rahman).

Remember "Baahka sent me" (from Baahka).

Ask for verse one of Sooth song from Baahka.

Remember "Seb sleeps" from Nebka; kneel.

Remember "Lixir" from Nebka; kneel.

Say "Seb Sleeps" to Makhent. Gate opens.

Buy iron sword, two gold flowers and two ropes (199, 37 and 49 Taras respectively).

Buy Gamean Crystal from Teb (200 Taras).

Buy Paddy Wine and Seed Grog from Merti (31 and 36 Taras).

Give Seed Grog to Hathor.

Receive verse two of Sooth song.

Use Gamean Crystal while standing behind a column.

Remember "Sooth Stone Seb" from Petra.

Remember "Seb set us free" from Petra.

Ask for Seed of Sysis from Petra.

Ask for Golden Gamean from Petra.

Give gold flower to Petra.

Receive verse three of Sooth song.

Say "Baakha sent me".

Ask for magic vine seeds; receive three magic vine seeds (keep asking until you have three).

Pick up golden necklace.

Beam up and save.

ARGOS: VISIT 1

Pay for 500 Taras for temporary visa to Nosin.

Ask for Mooloonut from Ligah.

Buy Skulthrobium, Zittoria and Restora from Thesia (27, 16 and 175 Taras respectively).

Remember "Odonato".

Ask for annuls of USURP from Ahriman.

Ask for commercial code from Ahriman.

Buy two nectars and Bachan ale from Aleus (29 Taras and 38 Taras).

Give nectar to Tantalia.

Receive access Fornax entry (you will need to remember each code of the words for the code).

NOTE: Do not give a second nectar to Tantalia. You will not be able to buy another one since it is a removed item in this room. If you need to access the dialogue a second time, you must give the nectar to Dyseosus and it will become available again from Aleus.

Give Bachan ale in order to access dialogue segment with codes; remember all codes.

Receive napkin (you can get rid of napkin after you have finished speaking with Tantalia; it is useless).

Remember "CPR2 is Ahriman".

Ask for poem from Tantalia.

Generate negative response from Rycus (offer him something he doesn't want). On dialogue segment generated, select keyword "Woo" to transfer to dialogue which contains the following keywords: remember "Man".

Beam up and save.

Remember "Might Makes Right" from Acteon.

Pay Acteon 25 Taras for access to gym.

NOTE: because you now have the maximum number of keywords allowed, you will have to forget one to remember another. It is suggested you forget "Seb sleeps". It is easily reacquired.

Pay Acteon 101 Taras.

Remember "Harpies Swoop" (Lyspaceum entry code).

Pay Cadmus 40 Taras to initiate fight. Defeat Cadmus (use Jiva/Restora if necessary). Receive diamond star.

NOTE: when you get diamond star, life force is recharged and new hit points are added. You can now do the sweep kick (hold button two and joystick down). If you had to use restora to defeat cadmus, you may want to go back to Thisea and buy some more before you proceed.

Pay 50 Taras to initiate fight with Opyanti. Defeat Opyanti (use Jiva/Restora if necessary). Receive cup of courage.

NOTE: You can defeat Opyanti fairly easily if you use the sweep kick you got after defeating Cadmus. After you defeat Opyanti, you should be able to do the back kick (hold button two and joystick in opposite direction of kick). If you used Restora to defeat Opyanti, go back to Thesia and buy some more.
Say "Harpies Swoop" to Andron. Gate opens.
Say "Rahman" to Remesh. Gate opens. Receive amulet (you may now forget Rahman).
Give annuls of USURP to Sodipud. Say "CPR2 is Ahriman". (Must kneel to talk to Sodipud). Receive 50,000 Taras. You may now forget CPR2 is Ahriman.
Ask for "Motto" for fourth codicil of the commercial code from Lexandaller.
NOTE: Motto will initiate a fight with Lexandaller. You cannot beat him. Get the fourth codicil and run away quickly.
Pay 13,336 Taras to Astal for secret specs.
Defeat Axja. (The script seems to suggest that the only way to defeat Axja is by using the Hermetic helmet. As the program currently stands, he may be defeated without using the helmet).
Receive sword of Seb.
NOTE: If you used Restora during your fight with Axja, go back to Thesia and buy some more.
Pay 35 Taras to Hippias. Gate opens.
Say "Might Makes Right" to Cynicus.
Give first codicil of commercial code.
(You may now forget "Might Makes Right".)
Answer "Heroes" to Cynicus. Receive silver spoon.
Give Golden Gamean to Scardansa robe of vision.
Receive robe of vision.
Remember "Golden Fleece" from Scardansa/Themis.
NOTE: Be very careful after you give Scardansa the Golden Gamean. She will turn into Themis, and you may remember "Golden Fleece" while the Themis dialogue is present. Should you accidentally hail or name her again after she has turned into Themis, you will lose Themis, and have no other opportunity to remember "Golden Fleece". You must remember "Golden Fleece" to win the game. If you make a mistake here, you might as well start from the last place you saved.
Pay Lonso 200 Taras.
Say "Man" to Lonso.
Receive Jade Star.
(When Jade Star is received, life force is recharged and new hit points are added).
You may now forget "Man".
Pay Milos 150 Taras.
Gate to Corinth Carbide opens.
Ask for second codicil of commercial code from Plenyope.
Pay Stufes 10, 000 Taras to receive hot dogs.
Use sword of Seb to knock Emdea's crystal orb head off. Receive crystal orb.
NOTE: Before you leave Argos, make sure you have a bottle of Restora in your inventory. If you don't, buy one from Thesia before you go.
Beam up and save.

FORNAX: VISIT 1.

Say "Pan Surrealism" to Erectum. Receive ship receipt.
NOTE: Until you give ship receipt back to Erectum, you should be unable to beam off the planet.
Pay 127 Taras to receive Chateaux Omega.
Pay 34 Taras to receive Fleeton Fire from Barbus.
Show Mok Ton payment.
Gate opens.
Give cup of courage to Flateus Dan.

Halt, alien! Speak the password or be gone!

Receive injector sword.
Give injector sword to Barbus.
NOTE: He will fill it up with poison and give it right back. It's never actually taken from you.
Give Moolonut to Zeke.
Receive ticket to Kuru.
Give Chateaux Omega to Proctus.
Receive Creeg pass.
Ask for verse one of the Omegan Ode from Proctus.
Show Creeg pass to Lictus (he only looks at it, he doesn't take it).
Gate opens.
Remember "Silicasistoratator" from Axis.
Ask for verse three of the Omegan Ode from Jaxus.
Ask for verse two of the Omegan Ode from Mok Jape.
Show Greeg pass or Bone to Rictus. Gate opens.
Give hot dogs to Bilius.
Receive 100,000 Taras.
Give Fleeton Fire (Erif Noteelf) to Nit Kom. Gate opens.
Give Zittoria to Dok Tor.
Gate to Lysistrata opens.
Remember "Polysensory Unit" from Lysistrata.
Ask Lysistrata for verse four of the Omegan Odes.
Pay Coprose 33,333 Tars.
Receive jet belt.
Give Seed of Sysis to Leta.
Receive Fleeton Nuggett.
Beam up and save.

TEKTON: VISIT 1

Ask for first analect of Co-Fusion to In-Put.
Give Skullthrobium to Prime Assembler.
NOTE: Do not hail Prime Assembler, especially not after giving him Skullthrobium. If you do, he'll get a headache again and you will have to go back to Argos to get some more Skullthrobium.
Say "Polysensory Unit" to Prime assembler, then click on VEU chip, AAU chip, TEU chip, SOS chip, GEU chip, OIU chip.
Receive VEU chip, AAU chip, TEU chip, SOS chip, GEU chip, OIU chip.
Give CEU chip to Swit-Chon.
Receive GEU.
Give OIU chip to Tran-Smit.
Receive OIU.
Give VEU chip to Graft-On.
Receive VEU.
Give crystal orb to Prof-Fit.
Receive entry chip.
Ask for second Analect of Co-Fusion from Prof-Fit.
Ask for fourth analect of Co-Fusion from Too-Bee.
Give TEU chip to Fen-Der.
Receive TEU.
Give SOS chip to Out-Flo.
Receive SOS.
Give AAU chip to Gro-Ing.
Receive AAU.
Ask for third analect of Co-Fusion from Reef-Raze.
Give AAU, SOS, TEU, GEU, OIU, VEU to Prime Assembler. Receive Polysensory unit.
Beam up and save.

letters

Write to The Editor, CDi Magazine, 1500 16th Street, Suite 100, San Francisco, California 94103, USA

the 7th Guest

CDi is the best!

The 7th Guest for CDi is nothing less than wonderful! I am giving away my PC version to my brother-in-law as I do not have the heart to sell it to anyone after seeing the CDi version.

I own just about every console system except the Jaguar and am most impressed with CDi. The customer service as observed here on Compuserve, as well as other channels, is top notch. I do not know of any time Philips has released a title that was not ready - as 3DO has done - and they really seem to be interested in their product.

My main complaint with CDi, and most other games systems, is that they just don't seem to co-operate when it comes to save game features, a difficulty setting option or at least some codes built-in for us less than perfect gamers.

Has anyone been able to finish Escape from CyberCity on any level with any controller? There is no save feature, either! How hard is it to put an idiot difficulty level in each game? Also, the Kether resume feature doesn't work for me. It seems to start back at the first level.

Anyway, I guess I am being a bit negative, but all in all CDi is the best all-round machine for me, and The 7th Guest is beautiful. Buy it now!

John Boscia

Bon Jovi is brilliant

Bon Jovi: great picture quality

As a CDi owner, I thought I would write to you to say how impressed I am at the Digital Video titles so far.

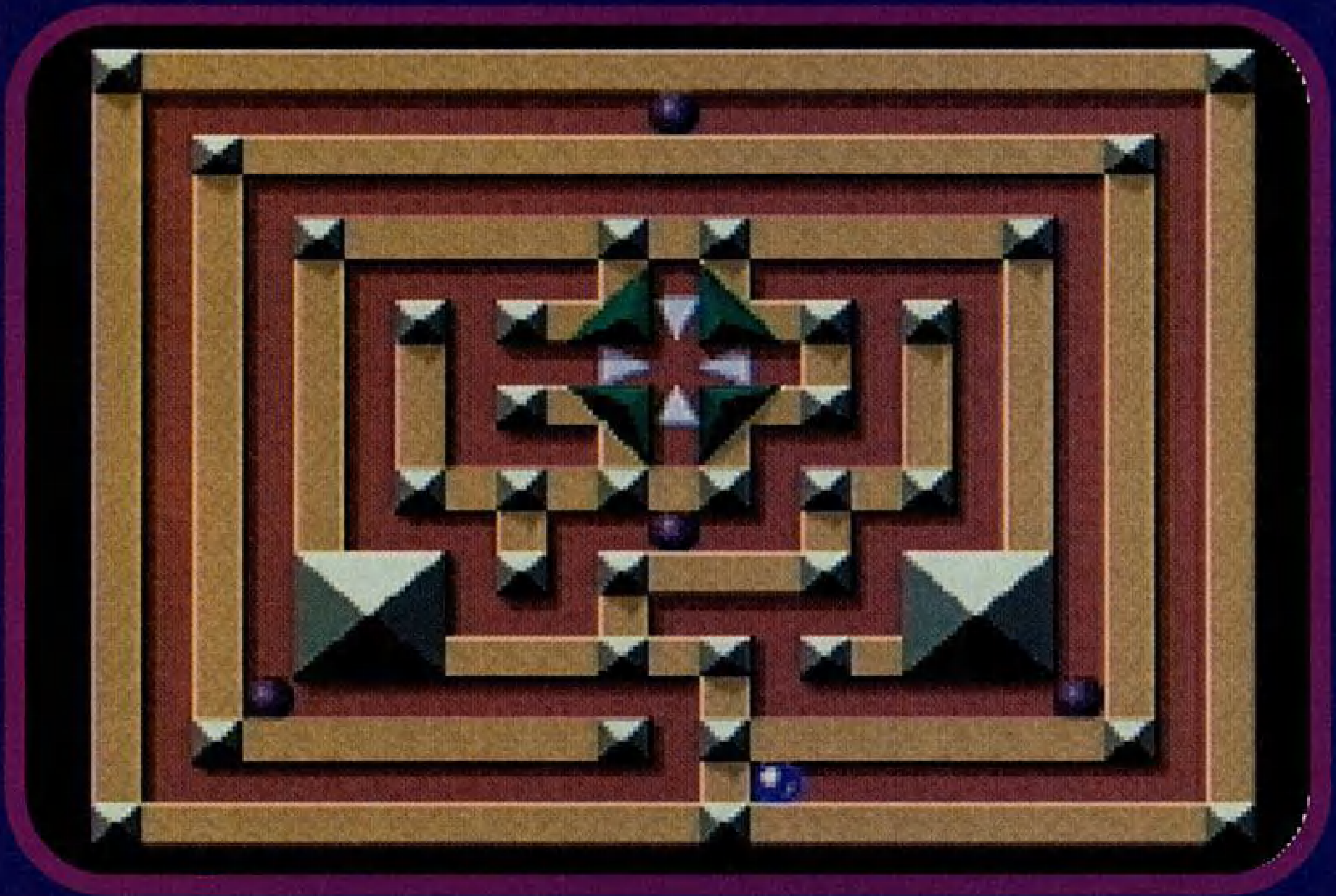
I have only bought Bon Jovi - Keep the Faith so far, and I wasn't sure what to expect with regard to the picture quality, as most of the magazines I have read can't seem to make up their minds.

Some say picture quality is good, some say it is not bad. Well, after watching Bon Jovi all I can say is that it is brilliant!

Everyone in my family was impressed. You completely forget it is on CD when watching it. Gone was the fuzzy outline as seen on the Eric Clapton demo, instead you get crystal clear picture and sound. If the films are anything like this, I think my video will be made redundant.

Richard Eastwood

simple games can be fun



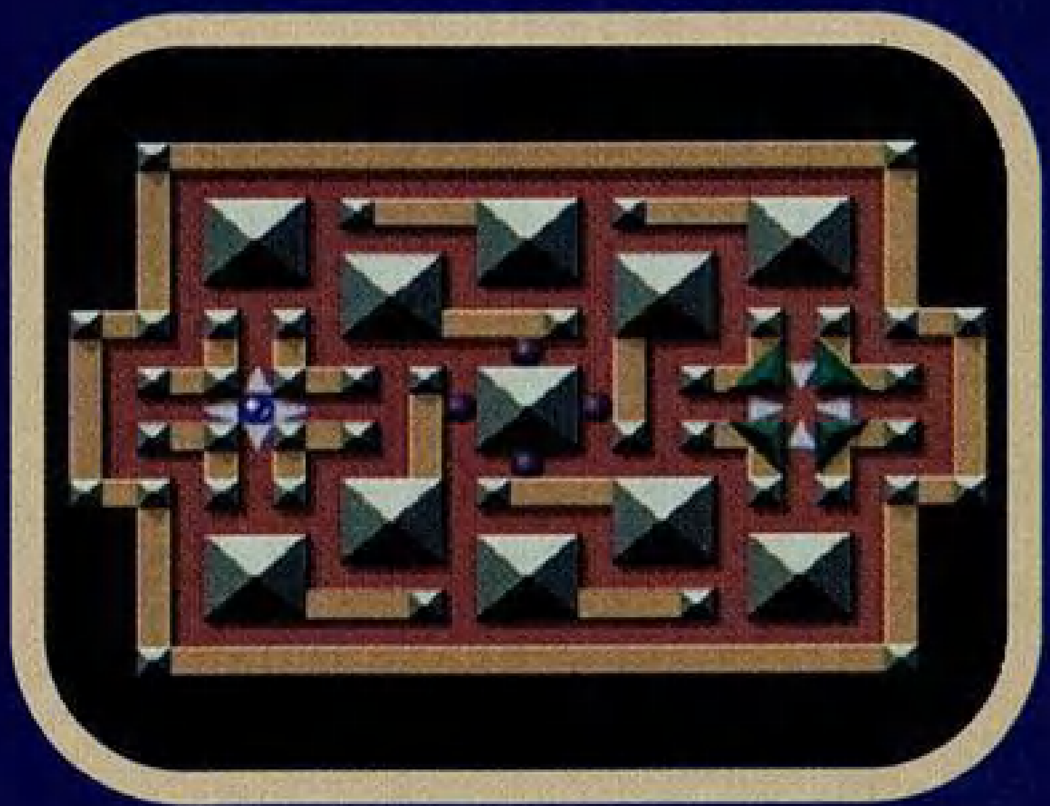
I bought Mega-Maze after reading a comment from a UK PC games magazine chap who had a demo copy. This was the first I had heard of the title apart from the mention of release dates here.

I am really pleased that I bought Mega-Maze. It is inexpensive and, although it has very basic sound and graphics, it is very playable. If anybody has not heard of Mega-Maze, it is a game of 75 levels and each level consists of between one and three mazes. As you complete each level, you are given an access code for the next level so that you can return to any point in the game at a later time.

The object of the game is to move your ball through to the end of each maze. There are various traps, doors and laser cannons and other hazards to overcome, as well as some nasty things called "nasty balls". Nasty balls will kill you if you touch them, but they can also be used to help you by closing traps and opening doors. Some levels have a nasty ball generator which will generate additional nasty balls every five seconds.

It just shows how much fun can be had from the simplest ideas. Thanks to Axis Interactive for developing this game.

A Boylan


Mega-Maze: a game of 75 levels

entering the 21st century

Like most of the "thirty plus" generation who have come to a basic understanding of computer technology via employment based PC and mainframe computers, I have over the preceeding 15 years developed a gradual understanding and generally optimistic outlook on the impact this technology will have in the future.

I purchased a CDi recently primarily to enable my three-year-old son to become acquainted with the intricacies of computer technology. To my astonishment, within a short space of time he reveled in using the roller ball to travel, at his discretion, around an ever changing and exciting world in which he, and those he willingly invites to join him, can actively participate.

You may say that either I underestimated my son's abilities or at best the realities of what technology has to offer for the future. I plead not guilty to charge one and guilty to the second count. My only plea in mitigation is that I, like many adults, primarily held the belief that personal computing technology of any ilk was to help "making a quick buck" quicker and easier.

While watching and participating in my son's journey over the past few months, I have realised that the excitement and anticipation of the 21st century is significantly closer than before. I am fortunate to have now both a Philips CDi player and an excellent young tutor, who I have no doubt will lead me successfully over the techno gap all us "thirty plus" people have to to face. Information technology is no longer a department within the deepest recesses of our commercial corporations, it is under the TV.

J Parker

PHILIPS
CD-I

The Philips CDi 220 player

harder games please

I am 12 years old and am getting very frustrated. My problem is that all my money keeps going down the drain. I am not trying to boast, but I find CDi games too easy. For instance, I got Link: The Faces of Evil for my birthday and completed it the next day. I then bought Kether and completed it in two days. I also completed Defender of the Crown very quickly.

The only game that has really stumped me is Mystic Midway. It would be great if there were some harder games.

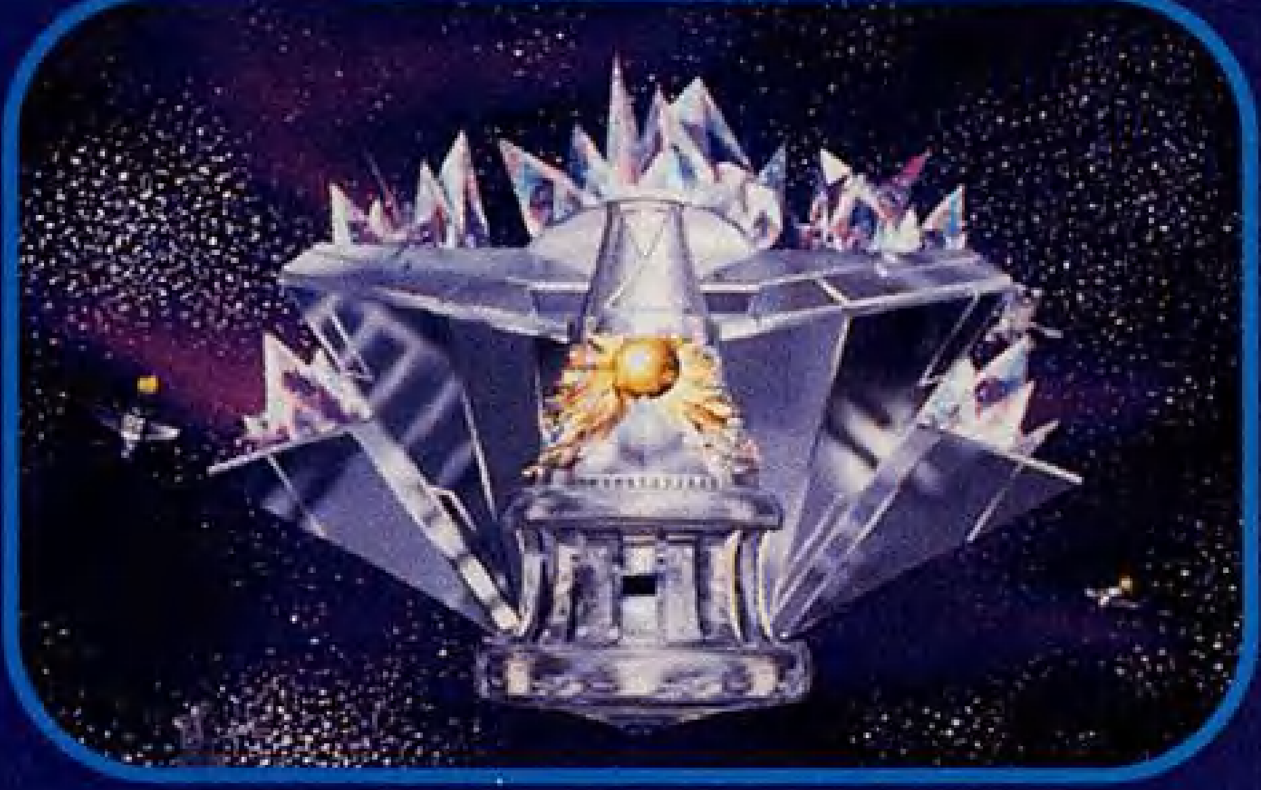
James Mitchell

Some of the newer games on CDi, such as Space Ace, Litil Divil and 7th Guest, are much more difficult.

I doubt you will complete Space Ace as quickly as some of the older games you have bought. Why not try it?

ED

Kether: too easy for some players?



reader interactivity

Congratulations on an excellent magazine. But how about a bit of reader interactivity? Maybe a small section for readers to swap games would be a good idea.

I was surprised to hear that some readers found Inca difficult. The game is brilliant but my 10 year old son completed it in full in just over two hours.

This is why I think a swap shop section would be very successful.

Finally, don't you just feel sorry for those poor souls stuck with Sega and Nintendo consoles?

R Poulton

Yes, a swap shop section is a good idea and one we've already thought of. If there are readers out there who would like to swap games, write and let us know.

ED

Inca: another brilliant game

help! I'm stuck on Link

I have been the proud owner of a Philips CDi player for two months, and am awaiting the likes of The 7th Guest to grace my collection of games.

At the moment I am playing Link: The Faces of Evil.

Compared to many SNES games, I think it is great (apart from the jump button).

The reason I am writing is this. I am stuck on three parts:

Shipwreck cliff - I can't jump the gap. Is there something I need to help me?

Ganon's Lair - I can't see what is killing me. Again, is there something I need to help me?

Militron - I can't kill the end of level boss.

Please help me and keep up the good work. Any chance of seeing the magazine monthly?

K Gerrish

Darren Hedges replies: To defeat Militron you must jump up and hit him on the head with your sword. If you hit him anywhere else, it is completely ineffective. After you have killed Militron, you will be able to pick up the winged helmet.

Now that you have the winged helmet, you can jump the gaps on the shipwreck cliff.

Ganon's Lair is the last place visited on this game and you must have opened up and completed all the other areas before attempting this area. But to answer the question, you need to get the Lantern of Vision from Gwonam in the Hermit flat.

ED

Link: playing tips needed

CDi TITLES CATALOG AND PRICE LIST FALL 1994

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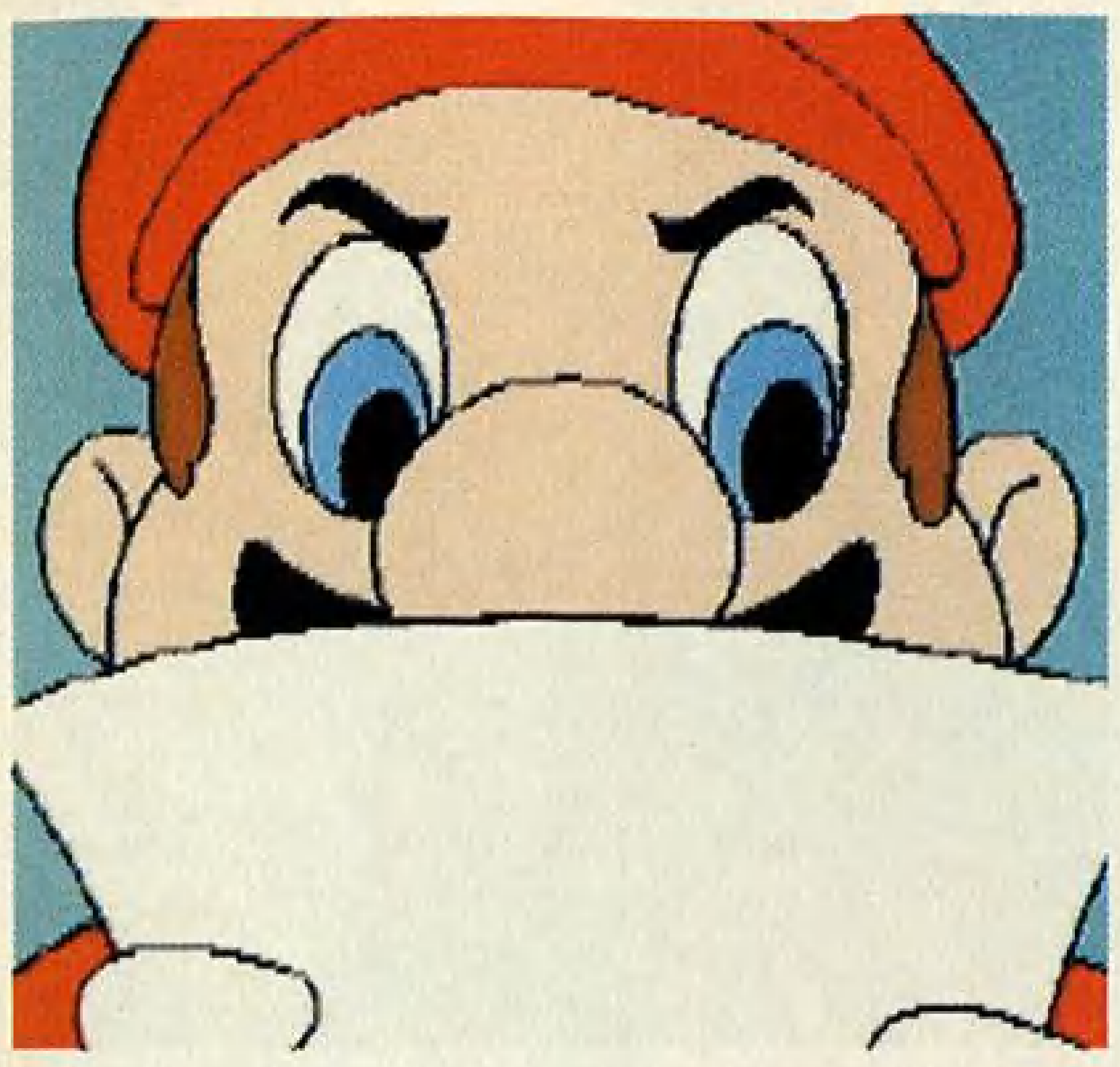
HOTEL MARIO
The world's most popular plumber makes his debut on CDi. There are seven different hotels and 80 levels to explore as you battle to save the princess of the toad stool king-



dom from the evil Bowser.
Price $49.98 Catalog No 310 690 260 2

INCA
You are the last surviving Inca. To save your race you must journey across space, battling enemies and collecting special powers on the way.
Price $49.98 Catalog No 310 690 285 2

INTERNATIONAL TENNIS OPEN - 2 PLAYER
The popular tennis simulation game in two-player version so you can fight to match point against your friends as well as the CDi player.
Price $49.98 Catalog No 310 690 062 2

JIGSAW
Like jigsaw puzzles? This disc gives you dozens and dozens of options: multiple designs to select, size and shape of pieces, time limits, hints and more.
Price $39.98 Catalog No 310 690 029 2

JOKER'S WILD!
The popular TV game show comes to CDi. One to four players can spin the wheel for hours of fun.
Price 39.98 Catalog No 310 690 181 2

KETHER
You are Melkhor, a space knight, who has to land on Kether and rescue Eta Carene, the Princess of Wisdom. Stunning graphics in this mix of arcade action and puzzle solving.
Price $49.98 Catalog No 310 690 275 2

LASER LORDS
Explore alien worlds in the Laser Lords' star cruiser.
Price $49.98 Catalog No 310 690 074 2

LINK: FACES OF EVIL
Nintendo characters appear for the first time on CDi. Ganon has captured the island of Koridai and Link must save it from the Faces of Evil.
Price $49.98 Catalog No 310 690 118 2

LITIL DIVIL (DV)
Poor old Mutt must work his way through the Labyrinth of Chaos where he must find the Mystic Pizza of Plenty. A game of exploration, fighting and puzzle solving.
Price $49.98 Catalog No 310 690 141 2

LORDS OF THE RISING SUN
A Japanese strategy game on CDi featuring live actors and interesting gameplay.
Price $49.98 Catalog No 310 690 098 2

MAD DOG MCCREE (DV)
The popular arcade game brought to life on CDi with highly realistic Digital Video footage. "Peacekeeper" gun optional.
Price $59.98 or $79.98 with gun
Catalog No 310 690 0582

MEGA-MAZE
A series of ever more complex mazes will test your wits to the max in this exciting game of skill.
Price $34.98 Catalog No 310 690 061 2

MUTANT RAMPAGE: BODY SLAM (DV)
The first proper beat-em-up on CDi. Fight your way through ten cities, each with its own team of mutants, in a gruesome post-apocalyptic world.
Price $49.98 Catalog No 310 690 282 2

MYSTIC MIDWAY R.I.P
The "master of cemetries" Dr Dearth welcomes you to his shooting gallery with 15 targets and 20 game levels.
Price $29.98 Catalog No 310 690 152 2

NAME THAT TUNE
The all-time favorite game show where you must name a tune before your rival does. Almost 1,000 tunes on the disc keep you playing for hours.
Price $39.98 Catalog No 310 690 184 2

NFL HALL OF FAME (DV)
Create your own dream team from the greatest legends in the Pro Football Hall of Fame and compete in arcade style action against a friend or the CDi machine. Includes video bios of players.
Price $59.98 Catlog No 310 690 201 2

NFL TRIVIA CHALLENGE '94/'95
TV commentators Pat Summerall and Tommy Bookshier return in this ultimate test of football acumen. Features over 1,200 images and 300 film clips.
Price $49.98 Catalog No 310 690 103 2

PALM SPRINGS OPEN
Play 18 of the world's most famous and challenging holes on your own TV. Control "live" golfers on actual courses.
Price $49.98 Catalog No 310 690 013 2

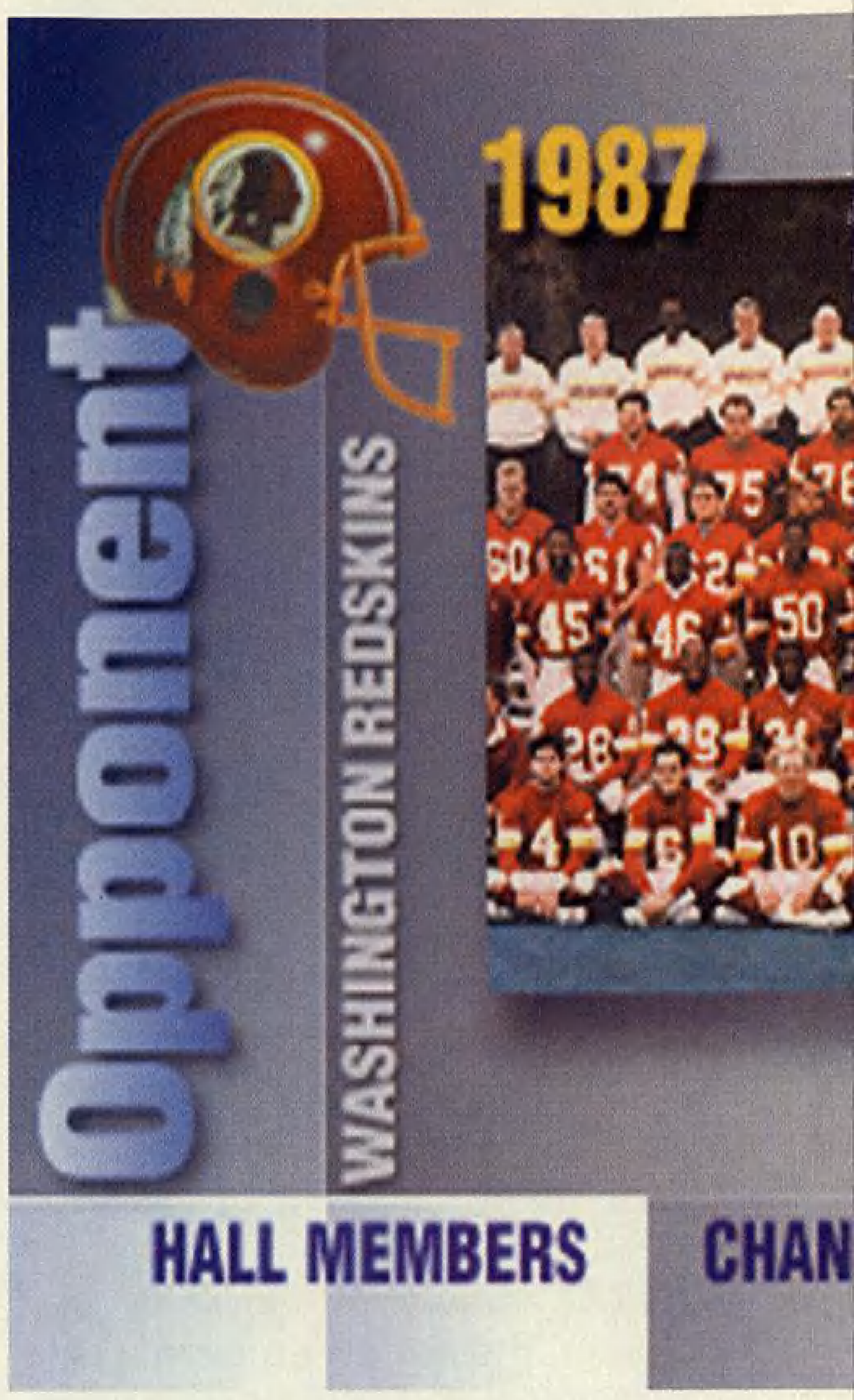
PHANTOM EXPRESS
Join Dr Dearth on a roller coaster ride in the sequel to Mystic Midway that takes you through the various stages of life in this 3-D shooting game.
Price $29.98 Catalog No 310 690 247 2

PINBALL
Play four pinball games in your living room without having to feed money into a slot machine.
Price $34.98 Catalog No 310 690 034 2

POWER HITTER
Baseball challenge which puts you up against the games' great pitchers. The announcer comments on your every move.
Price $49.98 Catalog No 310 690 081 2

SARGON CHESS
There are 16 levels of this chess program for novice through advanced players.
Price $39.98 Catalog No 310 690 030 2

THE 7TH GUEST (DV)
Virgin Games' fabulous mystery adventure game, first released on CD-ROM, is now on CDi. Simpler to load, with stunning sound and graphics, comes complete with CD soundtrack.
Price $59.98 Catalog No 310 690 252 2

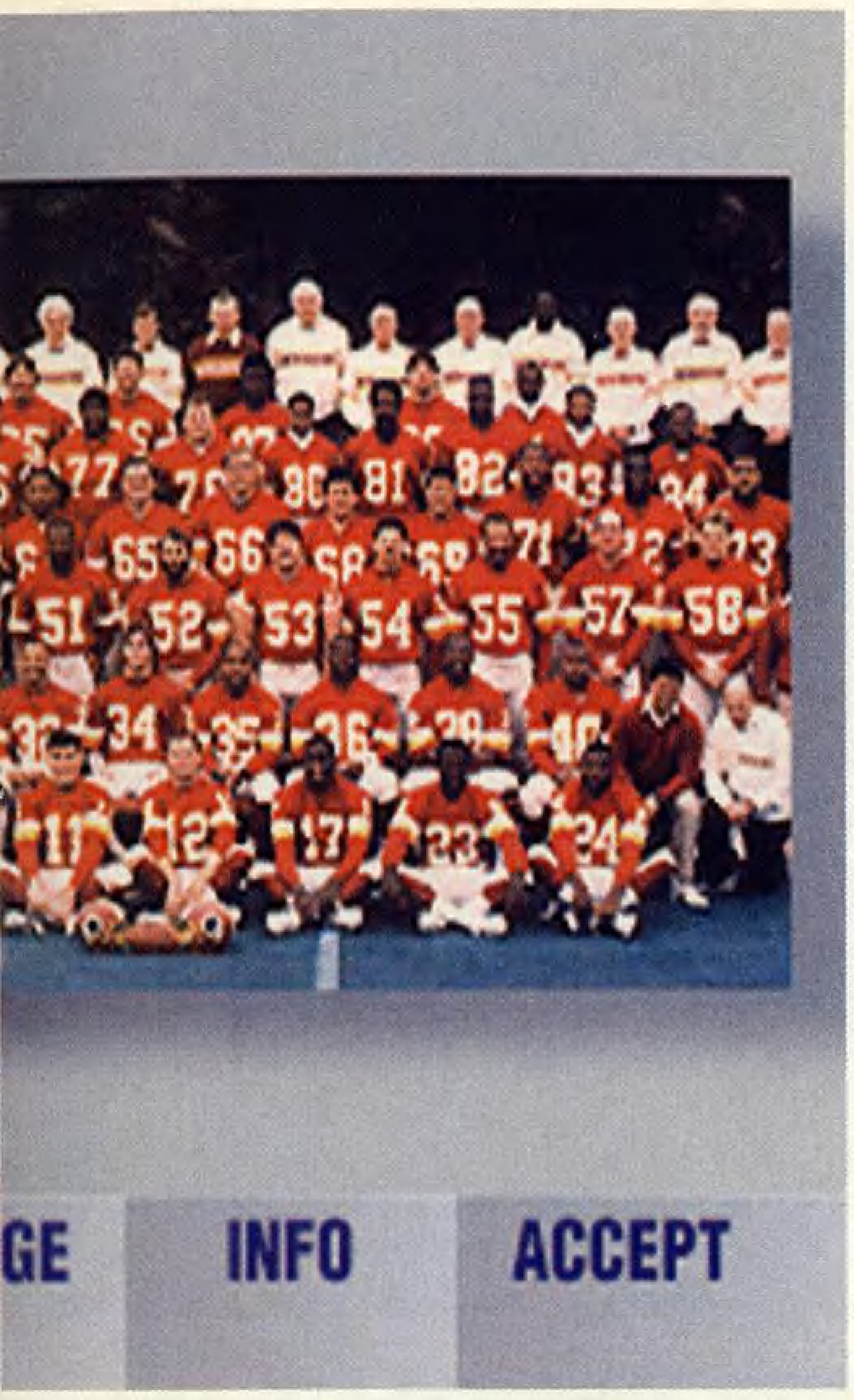


SPACE ACE (DV)
Space Ace has been zapped by the evil Borf and you must help him defeat the dreaded Infanto Ray and save the earth. Great animation by Don Bluth.
Price $59.98 Catalog No 310 690 059 2

STRIKER PRO
The first full soccer game to appear on CDi. Striker Pro is based on the highly successful Ultimate Soccer on the Sega MegaDrive and Striker on the SNES and Amiga.
Price $29.98 Catalog No310 690 143 2

TETRIS
The classic Russian puzzle game featuring ten levels of play and made popular by the ubiquitous Gameboy. Ten CD soundtracks and video backgrounds make this version something special.
Price $34.98 Catalog No 310 690 188 2

TEXT TILES
A word spelling strategy game



for all ages. Use the given letters to spell vertically or horizontally.
Price $34.98 Catalog No 310 043 2

THIRD DEGREE
This original game show for CDi lets you learn more about your friends and family. What would they do in a given dating, work or home situation? Find out when they're in the hot seat.
Price $39.98 Catalog No 310 690 073 2

VIDEO SPEEDWAY
Racing game with ten tracks. The player can race karts, Formula 3000 or Formula 1. Alter your car's dynamics in the pit and then head for the track.
Price $49.98 Catalog No 310 690 078 2

VOYEUR
Adult political whodunnit which combines the suspense of Alfred Hitchcock's Rear Window with soap opera. Spy on the mansion of Presidential candidate Reed Hawke and his family and find out who may commit murder.
Price $49.98 Catalog No 310 690 112 2

ZELDA: WAND OF GAMELON
King Harkinian vanishes and Link disappears - Zelda must find and free them both from their evil captors. Seventy playfields and 90 amazing characters.
Price $49.98 Catalog No 310 690 158 2

MUSIC

ANDREW LLOYD WEBBER (DV)
The Premiere Collection Encore includes hits sung by Jason Donovan, Sarah Brightman, Michael Ball and David Essex.
Price $24.98 Catalog No 310 690 297 2

BRYAN ADAMS (DV)
The Waking Up the Neighbors video comes to CDi with seven smash hits in digital stereo and video.
Price $24.98 Catalog No310 690 288 2

BON JOVI (DV)
The live Keep the Faith album includes behind-the-scenes footage, plus two bonus tracks.
Price $24.98 Catalog No 310 690 294 2

CLASSICAL JUKEBOX
Study the lives of 15 classical composers and listen to their music.
Price $24.98 Catalog No 310 690 005 2

COOL OLDIES JUKEBOX
More golden oldies to sing along with. Artist bios and lyrics appear with the music.
Price $24.98 Catalog No 310 690 007 2

ERIC CLAPTON (DV)
The Cream of Clapton is a memorable collection in full Digital Video for fans and casual listeners alike.
Price $24.98 Catalog No 310 690 292 2

GOLDEN OLDIES JUKEBOX
Jump and jam to the tunes of the 1950s and 1960s. Artist bios and lyrics appear with the music.
Price $24.98 Catalog No 310 690 006 2

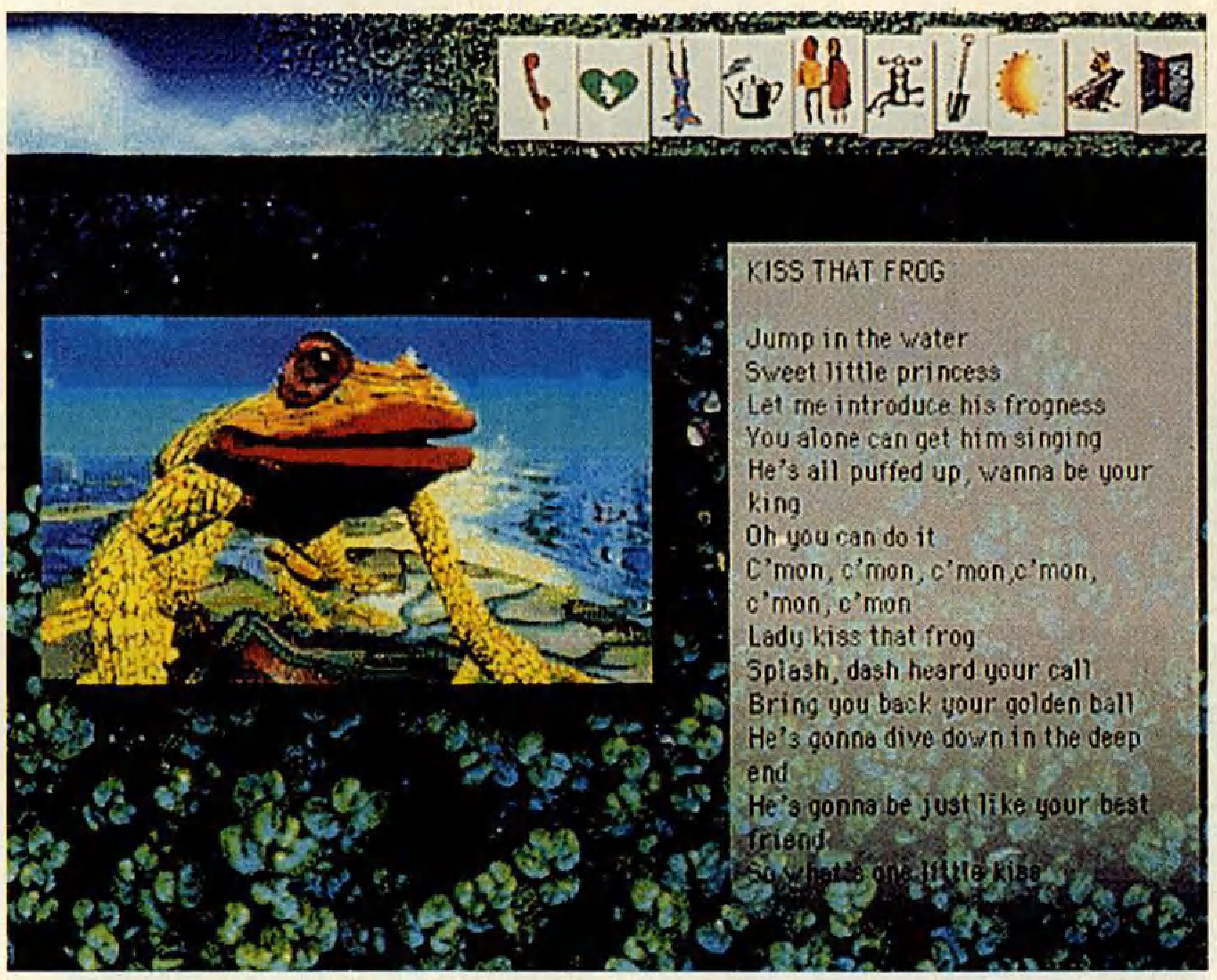
JAMES BROWN HIT MACHINE
Soul singer Brown performs 13 songs on this CDi music disc. Sing along with your favorite tunes with lyrics on screen.
Price $19.98 Catalog No 310 690 194 2

JAZZ GIANTS
From Big Band to Bossa Nova, experience an interactive jazz journey through 19 great songs.
Price $24.98 Catalog No 310 690 096 2

LOUIS ARMSTRONG
Explore the achievements and life story of Louis Armstrong as you listen to his music. Includes rare interviews with the man himself.
Price $19.98 Catalog No 310 690 031 2

MOZART: A MUSICAL BIOGRAPHY
Learn all you need to know about one of the world's greatest musicians.
Price $19.98 Catalog No 310 690 041 2

PAVAROTTI: O SOLE MIO
Listen to the world-renowned tenor sing 13 favorite songs while you explore his life story.
Price $19.98 Catalog No 310 690 040 2



KISS THAT FROG

Jump in the water
Sweet little princess
Let me introduce his frogness
You alone can get him singing
He's all puffed up, wanna be your king
Oh you can do it
C'mon, c'mon, c'mon,c'mon, c'mon, c'mon
Lady kiss that frog
Splash, dash heard your call
Bring you back your golden ball
He's gonna dive down in the deep end
He's gonna be just like your best friend
So whats one little kiss

PRELUDE
Study the art and music of the Post-Impressionist era.
Price $19.98 Catalog No 310 690 107 2

PETE TOWNSHEND: LIVE (DV)
The best of the legendary guitarist/composer filmed live in New York City.
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PETER GABRIEL: ALL ABOUT US (DV)
Peter Gabriel's award-winning video brought to CDi.
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THE GERSHWIN COLLECTION
Highlights in digital sound.
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THE THREE TENORS (DV)
Pavarotti, Carreras and Domingo in concert for opera lovers.
Price $24.98 Catalog No 310 690 164 2

TODD RUNDGREN: NO WORLD ORDER
One of the first truly interactive music discs which allows you to play DJ by altering the tempo, mood and style of the original tracks on the album.
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YOU SING CHRISTMAS FAVORITES
Sing along to you favorite Christmas songs.
Price $14.98 catalog No 310 690 205 2

UPTOWN/DOWNHOME BLUES
Witness the story of the Downhome Blues through song, pictures and live video demos. In the second disc, explore the electrifying changes in American music as the blues migrated from country to city.
Price $49.98 Catalog No 310 690 168

INFO & REFERENCE

AMPARO MUSEUM
Explore the collection of this museum in Mexico and tour four historic sites in the Valley of Puebla region.
Price $49.98 Catalog No 310 690 183 2

A NATIONAL PARKS TOUR
Images from three national parks - Grand Canyon, Yellowstone and Yosemite - can be enjoyed with Photo CD zoom capability, narration and the music of Debussy.
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A REVOLUTION IN COLOR
The vitality of Russian artists in the revolutionary period (1883 - 1920) is stunning. Features six galleries of paintings and the music of contemporary Russian composers.
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ART OF THE CZARS
Weaves the history of the Czars and the art they collected. Visit six galleries in the Hermitage.
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BEST OF DRAW 50
Based on the popular series of drawing books by former Disney artist Lee Ames. Draw on paper with timed stroke-by-stroke demonstrations and other helpful CDi features.
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The entire 26 volumes on one disc. Video clips from famous events in history, 5,200 long articles, 32,000 short ones.
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DUTCH MASTERS
Study 300 paintings from the art of 17th Century Holland.
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THE FLOWERS OF ROBERT MAPPLETHORPE
Browse through 60 floral images with Photo CD zoom capability. Each photograph is matched with a chamber music selection.
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FOOD OF FRANCE
French cuisine presented by Anne Willan, founder of the world famous Ecole de Cuisine la Varenne. Recipes and demonstrations.
Price $34.98 Catalog No 310 690 108 2

THE FRENCH IMPRESSIONISTS
This fascinating interactive tour through 19th Century Paris lets you meet the Impressionist artists and their friends, lovers and critics.
Price $39.98 Catalog No 310 690 046 2

GARDENING BY CHOICE: FLOWERS & FOLIAGE
Shows you how to grow successfully more than 500 popular plants, including video demonstrations.
Price $49.98 Catalog No 310 690 072 2

GIFTS TO BEHOLD
American folk art from the 18th-19th centuries is presented with the accompaniment of Aaron Copland's "Appalachian Spring".
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GOLF MY WAY (DV)
Jack Nicklaus shows how to improve your skills and your game in this five disc set.
Price $99.98 Catalog No 310 690 048 2

HARVEST OF THE SUN: VINCENT VAN GOGH
Explore the art and life of one of the greatest painters of all time, Vincent Van Gogh.
Price $39.98 Catalog No 310 690 028 2

HOW TO PHOTOGRAPH NATURE
Takes you behind the scenes with professional photographers who offer tips, techniques and anecdotes while you examine 120 images, with photo CD zoom capability.
Price $24.98 Catalog No 310 690 224 2

THE JOY OF SEX (DV)
The famous sex guide by Dr Alex Comfort goes interactive in this Digital Video title. 30 minutes of full motion video, plus questionnaires and the Joy of Sex game.
Price $49.98 Catalog No310 690 241 2

PLAYBOY'S COMPLETE MASSAGE (DV)
Learn an exotic assortment of massage techniques that you can practice with your partner. Full DV demonstrations of each technique.
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PRIVATE LESSONS: CLASSICAL GUITAR
Learn to play classical guitar on CDi. Customise your lessons to match your skill level, or visit the guitar museum and see some of the masters guitars.
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PRIVATE LESSONS: ROCK GUITAR
Learn to play rock guitar on CDi. With examples from Jimi Hendrix to Eric Clapton.
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RAND MCNALLY'S AMERICA: US ATLAS
This electronic atlas provides state maps with capitals, cities, major highways and mini-tours to points of interest.
Price $39. 98 Catalog No 310 690 014 2

REMBRANDT: HIS ART AND MUSIC OF THE ERA
17th Century art and music with information in seven languages: English, Spanish, French, German, Italian, Japanese and Dutch. Soundtrack by the Amsterdam Baroque Orchestra.
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RENAISSANCE OF FLORENCE
Brings to life the art, architecture and history of this period in over 500 quality images.
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RENAISSANCE GALLERY
An interactive tour through the masterpieces and music of the Italian High Renaissance.
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Presented by the Smithsonian Institution. Learn about coin collecting and develop an eye for details in coins.
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Choose 25 pre-made rhythm patterns from six kits or create your own. Change the tempo or meter and save your favorites.
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SAILING
Learn about basic sailing skills, navigation and piloting.
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Shark Alert shatters the myths and unleashes the fascinating truths about these magnificent creatures.
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STAMPS: WINDOWS ON THE WORLD
An electronic reference manual with hundreds of stamps and over four hours of narration.
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TENNIS OUR WAY (DV)
Vic Braden, Arthur Ashe and Stan Smith help improve your game in this three-disc set.
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Obtain your daily horoscope and personalized solar chart on CDi. Just program in your details and the disc will do the rest.
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TIME LIFE PHOTOGRAPHY
Turn your TV screen into a simulated camera for a course in 35mm photography. 25 step-by-step workshops to help you make the most of your camera.
Price $49.98 Catalog No 310 690 017 2

TITANIC
The entire story of the Titanic, from its conception in the shipbuilder's office to its discovery on the ocean floor.
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TREASURES OF THE SMITHSONIAN
Based on the collection's world famous Washington Museum. This disc also allows you to visit a dozen other museums from Air and Space to the National Zoo.
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WORLD OF IMPRESSIONISM
Using an interactive map of 19th century Paris, explore the art and music of the era.
Price $39.98 Catalog No 310 690 047 2

FILMS (DV)

THE ADDAMS FAMILY
Anjelica Huston stars as Morticia, the mother in charge of the ultimate dysfunctional family. Is Uncle Fester really who he claims to be? All will be revealed.
Price $24.98 Catalog No 310 690 330 2

ADDAMS FAMILY VALUES
Another beautifully observed parody of family life with the usual cast of characters: Anjelica Huston as Morticia, Christina Ricci as the child Wednesday and Joan Cusack as the nanny.
Price $24.98 Catalog No 310 690 326 2

BLACK RAIN
Michael Douglas and Andy Garcia play New York cops whose job - to escort a vicious assassin back to his native Japan - leads the two Americans into Osaka's exotic underworld and straight into the centre of a brutal Yakuza gangland battle.
Price $24.98 Catalog No 310 690 315 2

CONEHEADS
One look and you know they're from a strange place. They're from New Jersey, by way of "France", by way of far-off, far-out Remulak. They're Coneheads. And their comedy antics are above the crowd. Dan Aykroyd and Jane Curtin star as mega-domed Beldar and Prymaat.
Price $24.98 Catalog No 310 690 320 2

DR NO
Sean Connery is James Bond 007: the suave, charming and fearless agent sent to Jamaica

to investigate the double murder of a British agent and his secretary. Bond is soon on the tail of Dr No, a fanatical scientist plotting to take over the world.
Price $24.98 Catalog No310 690 404 2

THE FIRM
Tom Cruise as the lawyer who has it all - a fabulous career, mega salary, beautiful wife and lavish home. But then it all starts to go horribly wrong when he finds out more than he should.
Price $24.98 Catalog No 310 690 308 2

A FISH CALLED WANDA
Starring John Cleese and Jamie Lee Curtis. An American girl, Wanda, comes to London to steal some diamonds with Otto (Kevin Kline). Things go seriously wrong when English barrister (Cleese) and Wanda meet, and Otto starts to get jealous.
Price $24.98 Catalog No 310 690 405 2

FROM RUSSIA WITH LOVE
Gorgeous Soviet embassy cipher clerk (Daniela Bianchi) ensnares incorruptible British Secret Service agent 007 in a scheme to steal the Russians' decoding machine. Bond must discover if this beautiful woman works for or against him.
Price $24.98 Catalog No 310 690 403 2

GOLDFINGER
007 takes on the man with the Midas touch, billionaire Auric Goldfinger, in this explosive and witty James Bond thriller. The monomaniacal Goldfinger plans to throw the Western world economy into a tailspin by contaminating all the gold in Fort Knox with nuclear radiation. Only Bond can stop him.
Price $24.98 Catalog No 310 690 407 2

THE HUNT FOR RED OCTOBER
A new, technologically superior Soviet nuclear submarine, The Red October, is heading for the US under the command of Captain Marko Ramius (Sean Connery).
The US government thinks Ramius is planning to attack. A lone CIA analyst (Alec Baldwin) thinks Ramius is planning to defect, but he has only a few hours to find him and prove it.
Price $24.98 Catalog No: 310 690 302 2

INDECENT PROPOSAL
Demi Moore and Woody Harrelson play the happy couple who suddenly find their marriage under pressure when, just as they are in danger and in need of extra money, the wealthy and handsome Robert Redford makes the ultimate offer.
Price $24.98 Catalog No 310 690 316 2

IRVING BERLIN'S WHITE CHRISTMAS
A treasury of composer Berlin's classics, among them "Count Your Blessings Instead of Sheep", "Blue Skies", and, naturally, "White Christmas". Bing Crosby, Danny Kaye, Rosemary Clooney and Vera-Ellen star as song-and-dance acts engaged to perform at a Vermont country inn over the holiday season.
Price $24.98 Catalog No 310 690 306 2

NAKED GUN
Leslie Nielsen, king of the spoof, moves from the small screen of TV's Police Squad to take the star role in Naked Gun as the incompetent cop Frank Debin who is out to foil an assassination attempt on the Queen during a visit to LA.
Price $24.98 Catalog No 310 690 323 2

NAKED GUN 2 1/2
Lt. Frank Drebin (Leslie Nielsen) loves a mystery.
Drebin tackles the big issues - and the biggest of all is how to stop devious Quentin Hapsburg's (Robert Goulet) plan to destroy the environment. Returning with Nielsen in this hilarious Naked Gun sequel are Priscilla Presley, George Kennedy and O J Simpson.
Price $24.98 Catalog No 310 690 312 2

NFL'S 100 GREATEST TOUCHDOWNS
Only the most thrilling, bizarre and spectacular touchdowns in the history of professional football have been included on this disc.
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PATRIOT GAMES
His days as an intelligence agent behind him, former CIA analyst Jack Ryan (Harrison Ford) has traveled to London with his wife (Anne Archer) and child.
Meeting his family outside Buckingham Palace, Ryan is caught in the middle of a terrorist attack on a member of the Royal family. Soon Ryan must return to action for the most vital assignment of his life: to save his family. Co-starring James Earl Jones.
Price: $24.98 Catalog No 310 690 314 2

PLANES, TRAINS AND AUTOMOBILES
On his way home to spend Thanksgiving with his family, Neal Page (Steve Martin) finds himself sitting beside an uncouth loudmouth called Del Griffith (John Candy) on a flight from New York to Chicago. A snowstorm causes the flight to be diverted, and one disaster leads to another.
Price $24.98 Catalog No 310 690 317 2

POSSE
Heroes, villains, gunslingers, outlaws and rebels in this classic western story about a posse that blazes across the West with vengeance and justice on their minds.
Price $24.98 Catalog No 310 690 254 2

STAR TREK II: WRATH OF KHAN
A Trekkie adventure story that pits Captain Kirk's Enterprise against Khan in a battle for control of a new lifeforce.
Price $24.98 Catalog No 310 690 310 2

STAR TREK VI: THE UNDISCOVERED COUNTRY
The Enterprise leads a battle for peace in the most spectacular Star Trek adventure ever!
At the peace summit, a Klingon ship is attacked and the Enterprise is held accountable. The dogs of war are unleashed again, and both worlds brace for what might be their final, deadly encounter. Starring William Shatner, Leonard Nimoy and DeForest Kelley.
Price$24.98 Catalog No 310 690 304 2

TOP GUN
Top Gun takes a look at the danger and excitement that awaits every pilot at the Navy's prestigious fighter weapons' school. Tom Cruise is superb as Maverick Mitchell.
Kelly McGillis sizzles as the civilian instructor who teaches Maverick a few things you can't learn in the classroom.
Price $24.98 Catalog No 310 690 301 2

WAYNE'S WORLD
Based on characters created for Saturday Night Live, the film is about a (very) small (very) local cableTV show run from a basement by two metalhead no-hopers Wayne Campbell (Mike Myers) and Garth Algar (Dana Carvey). Everything is going just fine until one day along comes a network TV producer (Rob Lowe) with offers of fame and lots of money. Romantic interest is provided by Tia Carrere.
Price $24.98 Catalog No: 310 690 318 2

WAYNE'S WORLD 2
More fun and frolicks from the deebish duo, Wayne and Garth.
Price $24.98 Catalog No 310 690 332 2

SLIVER
Starring Sharon Stone and William Baldwin, Carly (Stone) moves to a high rise apartment which was previously inhabited by a woman who looked like her, and commited suicide for no apparent reason. Shortly after moving, in her next door neighbour is murdered and she begins to suspect that her own life is in peril.
Price $24.98 Catalog No 310 690 309 2

X-MEN
When a pretty young Mutant named Jubilee is attacked by huge search-and-destroy robots known as Sentinels, Rogue, Storm and Gambit unleash all their X-MEN super powers to rescue her. With Professor Xavier's help, they discover the Sentinel assault is part of a sinister program designed to exterminate all Mutants. Can the X-MEN be defeated?
Price $14.98 Catalog No 310 690 149 2

DV=requires a Digital Video cartridge

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GAMES

1 Kether
2 Voyeur
3 ABC Sports: Palm Springs Golf
4 Escape From CyberCity
5 Hotel Mario

MUSHROOM KINGDOM

6 The 7th Guest
7 Caesars Boxing
8 Space Ace
9 Wacky Golf
10 Tetris

FAMILY

1 Sesame Street Letters
2 Sesame Street Numbers
3 Berenstain Bears On Their Own
4 Hanna Barbera's Cartoon Carnival
5 Stickybear Reading
6 Richard Scarry's Best Neighborhood Disc
7 Richard Scarry's Busiest Neighborhood Disc
8 Little Monster
9 Stickybear Math
10 Cartoon Jukebox

HOME ENTERTAINMENT

1 Compton's Encyclopedia
2 Treasures of the Smithsonian
3 Caesars World of Gambling
4 Time-Life Astrology
5 Battleship
6 Golden Oldies Jukebox
7 Time-Life Photography
8 Golf My Way
9 Rand McNally: USA Atlas
10 Todd Rundgren: No World Order

VIDEO CD

1 The Firm
2 Hunt For Red October
3 Star Trek VI
4 Addams Family Values
5 Goldfinger
6 Peter Gabriel: All About Us
7 Top Gun
8 Pete Townshend: Live
9 X-Men: Night of Sentinels
10 From Russia With Love

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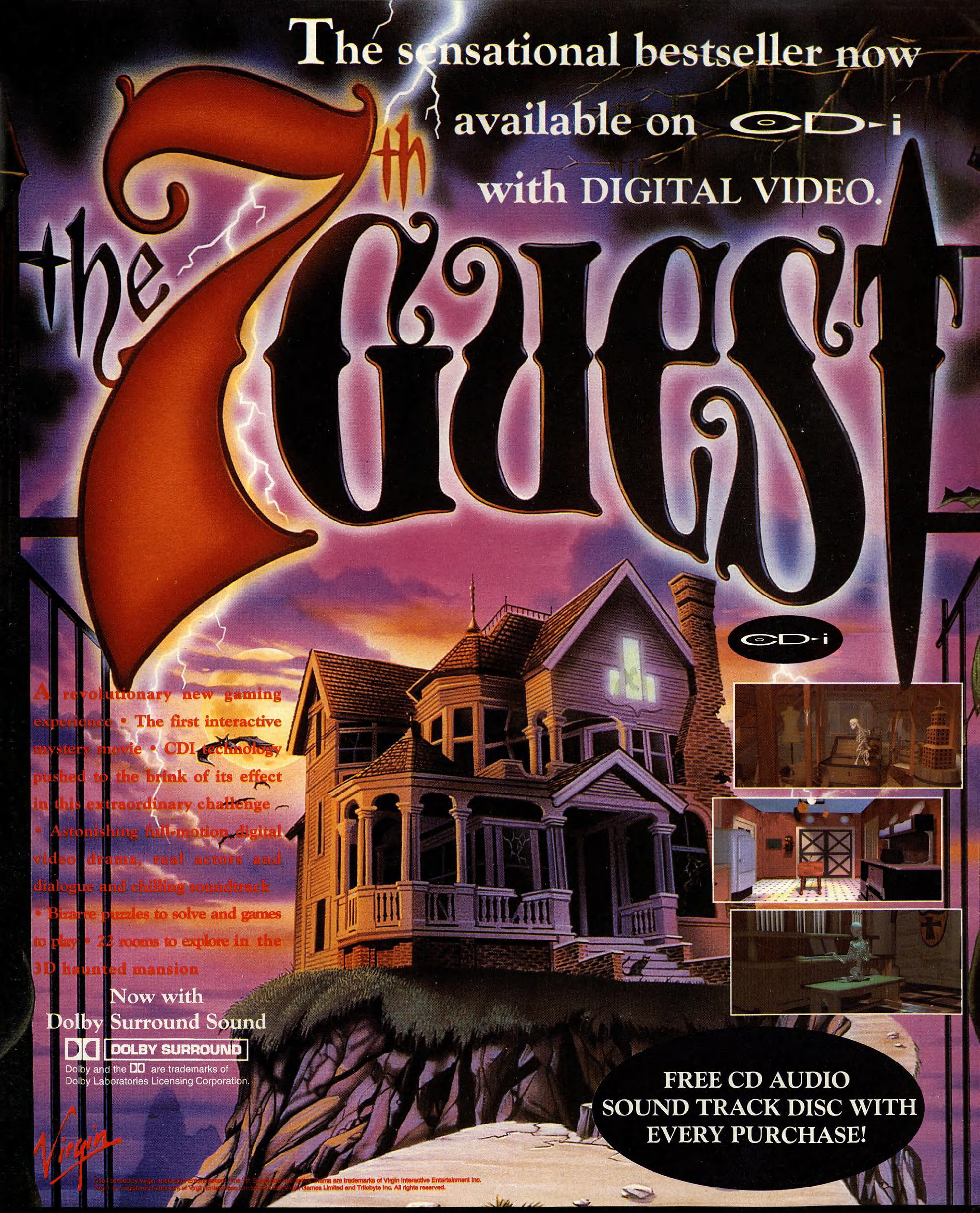

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A revolutionary new gaming experience • The first interactive mystery movie • CDI technology pushed to the brink of its effect in this extraordinary challenge • Astonishing full-motion digital video drama, real actors and dialogue and chilling soundtrack • Bizarre puzzles to solve and games to play • 22 rooms to explore in the 3D haunted mansion

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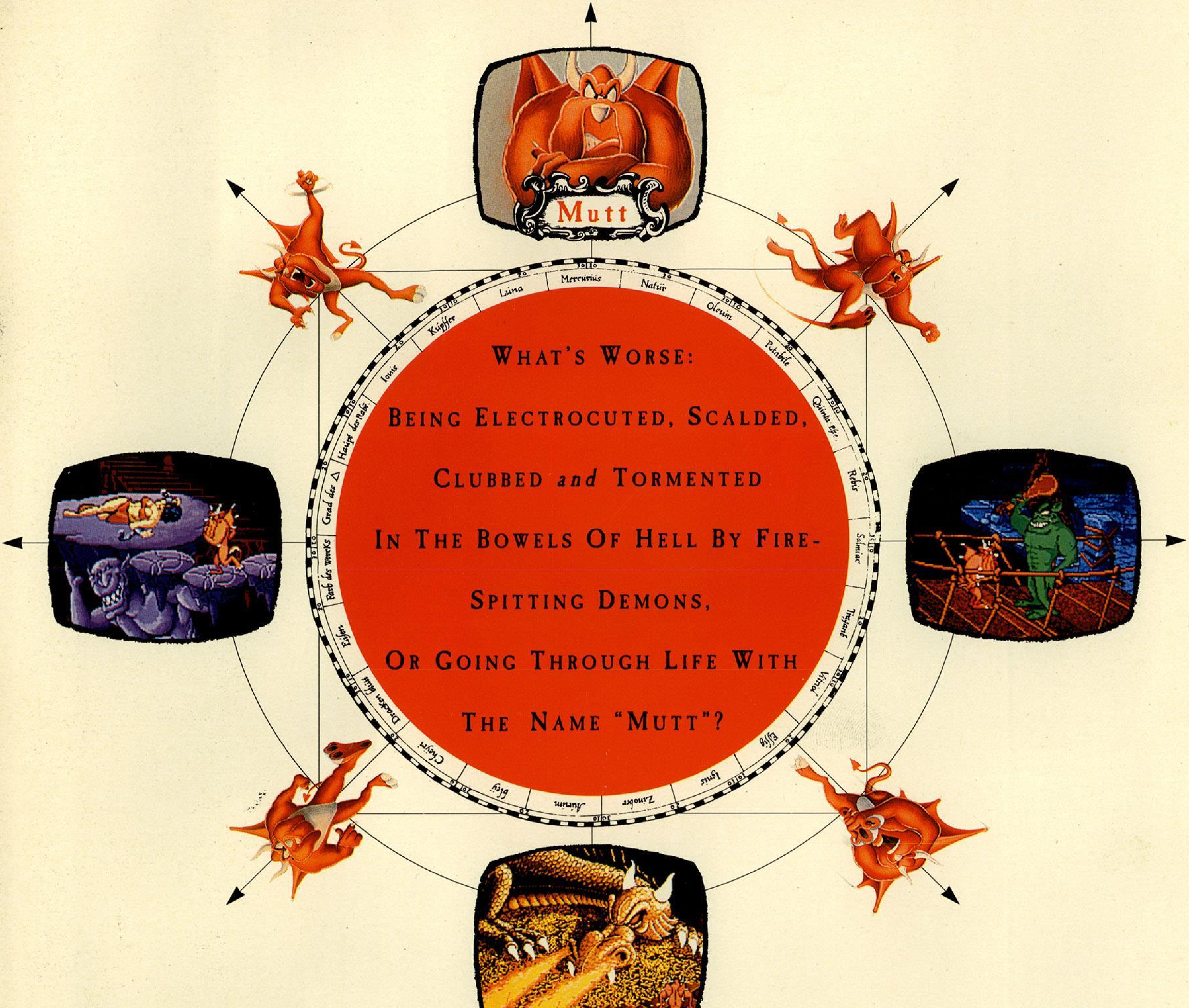
Mutt
Luna
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Natur
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Potabile
Rebis
Salmiac
Vitriol
Essig
Ignis
Zinober
Aurum
Bley
Eisen
Küpffer
WHAT'S WORSE:
BEING ELECTROCUTED, SCALDED,
CLUBBED and TORMENTED
IN THE BOWELS OF HELL BY FIRE-SPITTING DEMONS,
OR GOING THROUGH LIFE WITH
THE NAME "MUTT"?

Litil Divil

Meet Mutt. He's grouchy. He's grumpy. But hey, let's face it, a little time in the underworld can make anyone a little edgy. And now Mutt has a problem. You see, he was chosen to get the Mystical Pizza of Plenty for his friends. And with all due respect to the eternally damned, the service in the underworld really sucks. In "Litil Divil," you can help Mutt as he makes his way through five soul-repenting levels in the Labyrinth of Chaos. Along the way you'll encounter gigantic spiders, demonic fish, and a few other things your priest never warned you about. All in a search for a double pepperoni with cheese. A few hours with Mutt, and you'll really appreciate that 30-minute-free-delivery thing.

PHILIPS MEDIA

PC CD-ROM

CD-i

PC FLOPPY

Optional Digital Video Cartridge required for CD-i. Litil Divil™ © 1993 Gremlin Graphics Software Limited. We apologize to anyone whose name actually is Mutt or, for that matter, any fire-spitting demons we may have offended. © 1994 Philips Media. All rights reserved.